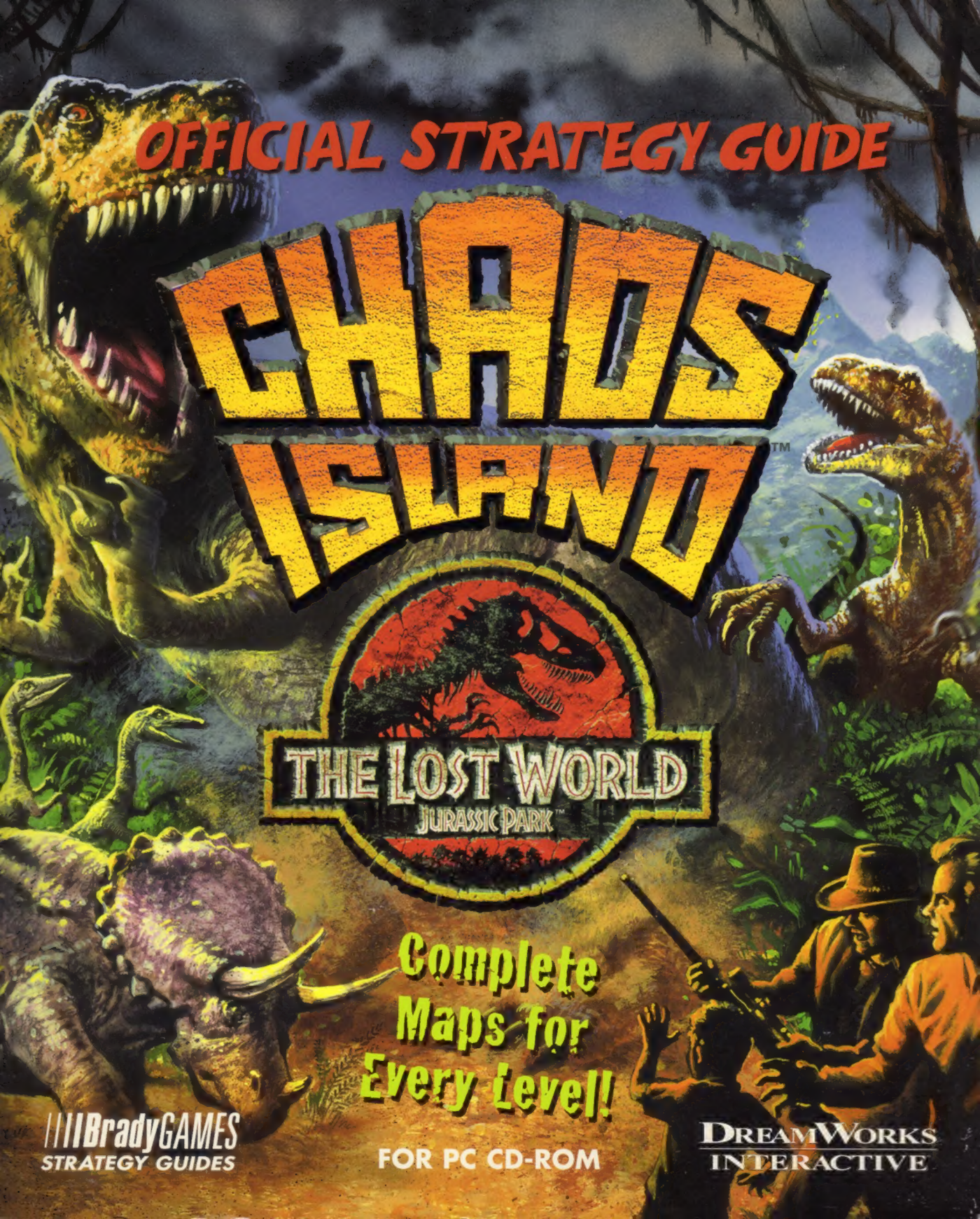
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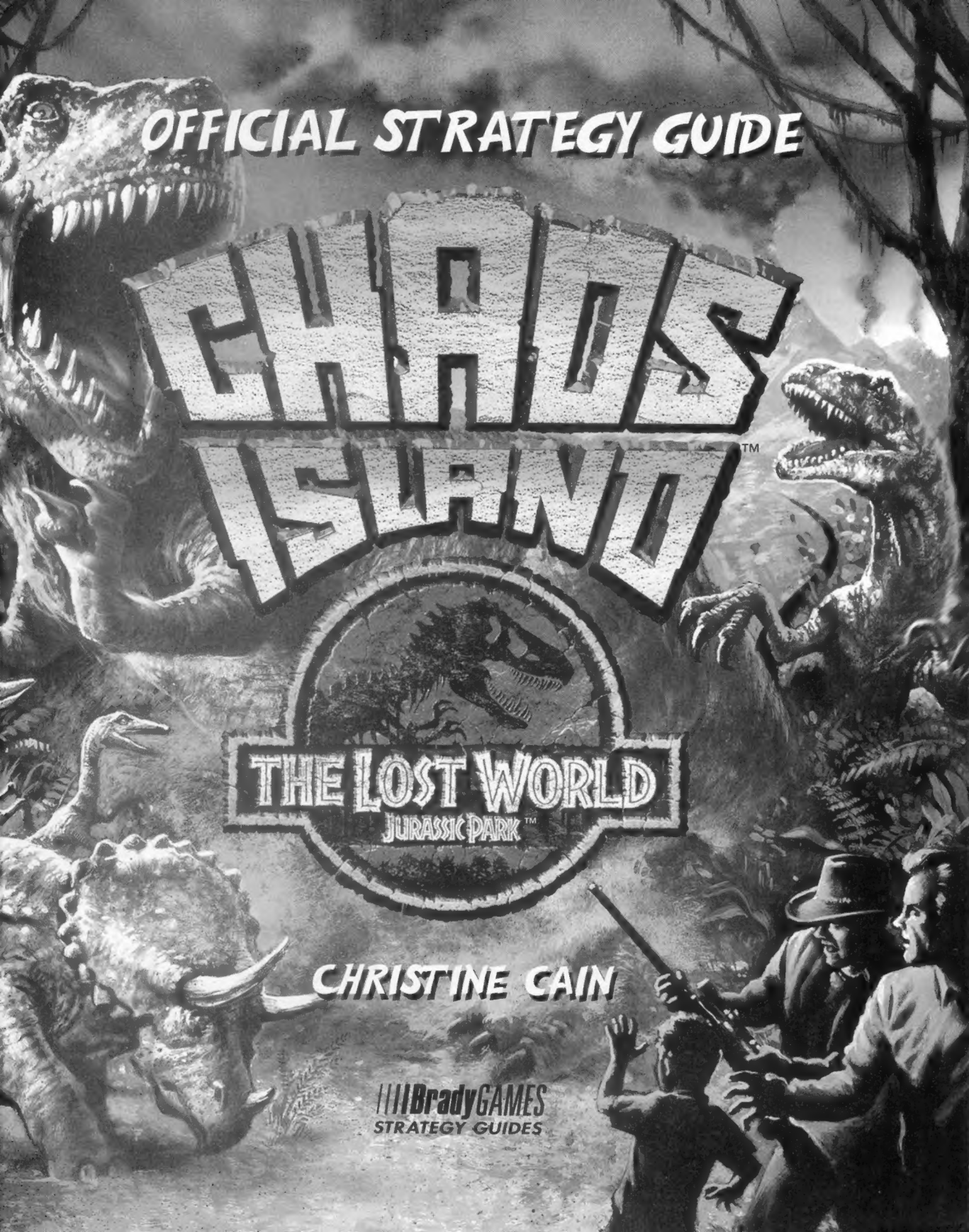
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The students of The John Thomas Dye School

CHAOS ISLAND™

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INTRODUCTION

Pack your gear, take a deep breath, and get ready for total chaos!

Welcome to Chaos Island, a world where wild dinosaurs still roam. You control Ian Malcolm, Sarah Harding, and several other resourceful scientists as you explore the island and study its dinosaurs. But watch out! Evil hunters have come to this Lost World to capture and kill those dinosaurs. It's up to you to save the island and its prehistoric treasures from the hunters' evil plans. You'll have to think fast and move even faster, because the hunters aren't the only ones out to get you. For on Chaos Island, hunting season never ends, and for the wild dinosaurs, humans are always on the dinner menu.

If you want to survive to complete your twelve missions, you'll have to manage your resources carefully. Explore the island to find and steal the hidden hunter supplies. Use them to build up your campsite and develop new weapons. As outnumbered as you are by enemies and dinosaurs, a few allies could come in handy, and you're in luck. The brilliant scientists have discovered a way to let you control any dinosaur you raise from an egg. So build an artificial nest, find those eggs, and bring them home to hatch. But be careful! It's hard to convince Mama T-Rex that you're the good guy…

Marshall your ally dinosaur troops to defend against attacking hunters. Lure wild dinosaurs into the enemy base camp so you can sneak past during the chaos that ensues. Develop strategies to complete the twelve challenging missions put before you. Use your resources wisely.

Think fast. Move even faster. Have courage, have guts, but most of all, have a plan of attack!

Note: *The information contained in this book is based on completing the game in Medium Difficulty Mode.*

THE TEAM

EXPLORERS

The statistics listed for each Explorer are beginning stats only. As you play and collect weapons and items, you can choose which player to give them to—their stats will go up.

Ian Malcolm

Area of Expertise: Mathematics

Dr. Ian Malcolm is a leader in the field of scientific mathematics. It's not just his excellent eyesight that makes him a visionary; he enjoys worldwide regard as a brilliant leader and a pioneer of the Chaos Theory. Since his last trip to Jurassic Park, he has also become a reluctant authority on present day dinosaurs.

Carry:	**6**
Armor:	**0**
Vision:	**5**
Damage:	**5**
Speed:	**8**

Sarah Harding

Areas of Expertise: Animal Behavior and Paleontology

Sarah has devoted a major portion of her career to the study of African predators, which explains why she can run so fast. She is a respected authority on animal behavior and her reputation as a brilliant paleontologist is unsurpassed.

Carry:	**7**
Armor:	**0**
Vision:	**5**
Damage:	**6**
Speed:	**11**

Nick Van Owen

Areas of Expertise: Photography and Video

Nick is an award-winning photographer and an expert marksman whose travels have taken him around the world. His work as an environmental activist makes him well versed in covert strategy and sabotage.

Carry:	**8**
Armor:	**0**
Vision:	**4**
Damage:	**6**
Speed:	**10**

Eddie Carr

Area of Expertise: Field Equipment Specialist

Eddie is an expert at mobile satellite communications. Also a highly skilled engineer, his ability to build, repair, and carry large amounts of supplies makes him a valuable member of the team.

Carry:	**10**
Armor:	**0**
Vision:	**3**
Damage:	**7**
Speed:	**9**

Kelly Curtis

Area of Expertise: Gymnastics

Kelly is an extremely bright 6th grader with an interest in gymnastics and a love of animals. Although not part of the original expedition, her speed and agility has made her a valuable member of the team.

Carry:	**4**
Armor:	**0**
Vision:	**4**
Damage:	**4**
Speed:	**10**

Research Assistants

Area of Expertise: Professional student

This student is available for all kinds of dangerous tasks. However, Grad students cannot be trusted with expensive equipment.

Carry:	**6**
Armor:	**0**
Vision:	**3**
Damage:	**4**
Speed:	**7**

DINOSAURS

Whether they're on your team or not, these descriptions of the local larger-than-life inhabitants should come in handy during your travels through Isla Sorna.

Compsognathus

"Compy"

Carnivore

2 Feet Long, 6.5 Lbs

Although very small, this agile predator is armed with powerful jaws and short forelimbs with two fingered claws, making it similar to the T-Rex.

Dilophosaurus

Carnivore

20 Feet Long, 1000 Lbs.

The Dilophosaurus, originally thought to be a docile scavenger, is actually a very efficient hunter with long, limber arms and the ability to spit poison.

Parasaurolophus

HerbivoreThis gentle giant has a duckbill mouth used to scoop up plants from shallow ponds and swamps as well as a large curved horn on its head that can produce sound.

Pachycephalosaurus

Herbivore

15 Feet Long

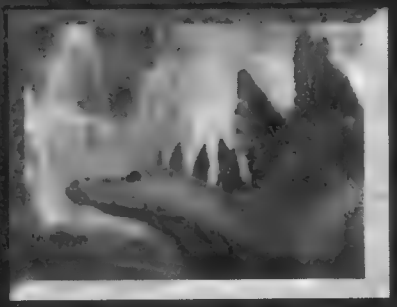
Pachycephalosauruses use their thick protective skulls and interlocking spines to crash headlong into each other as a display of dominance, much like the modern day bighorn sheep.

Stegosaurus

Herbivore

30 Feet Long, 2 Tons

This large plant-eating dino has rows of bony plates on its back that it uses as solar panels to help control its body temperature and a spiked tail for fighting off enemies.



Triceratops

Herbivore

30 Feet Long, 11 Tons

Although a vegetarian, the Triceratops has 3 menacing horns and a frill made of solid bone that make it a dangerous enemy.

Tyrannosaurus Rex

"T-Rex"

Carnivore

50 Feet Long, 7 Tons

With a massive head and a cavernous mouth lined with razor sharp teeth, the T-Rex is one of the largest and most fearsome flesh-eating animals to ever walk the earth.

Velociraptor

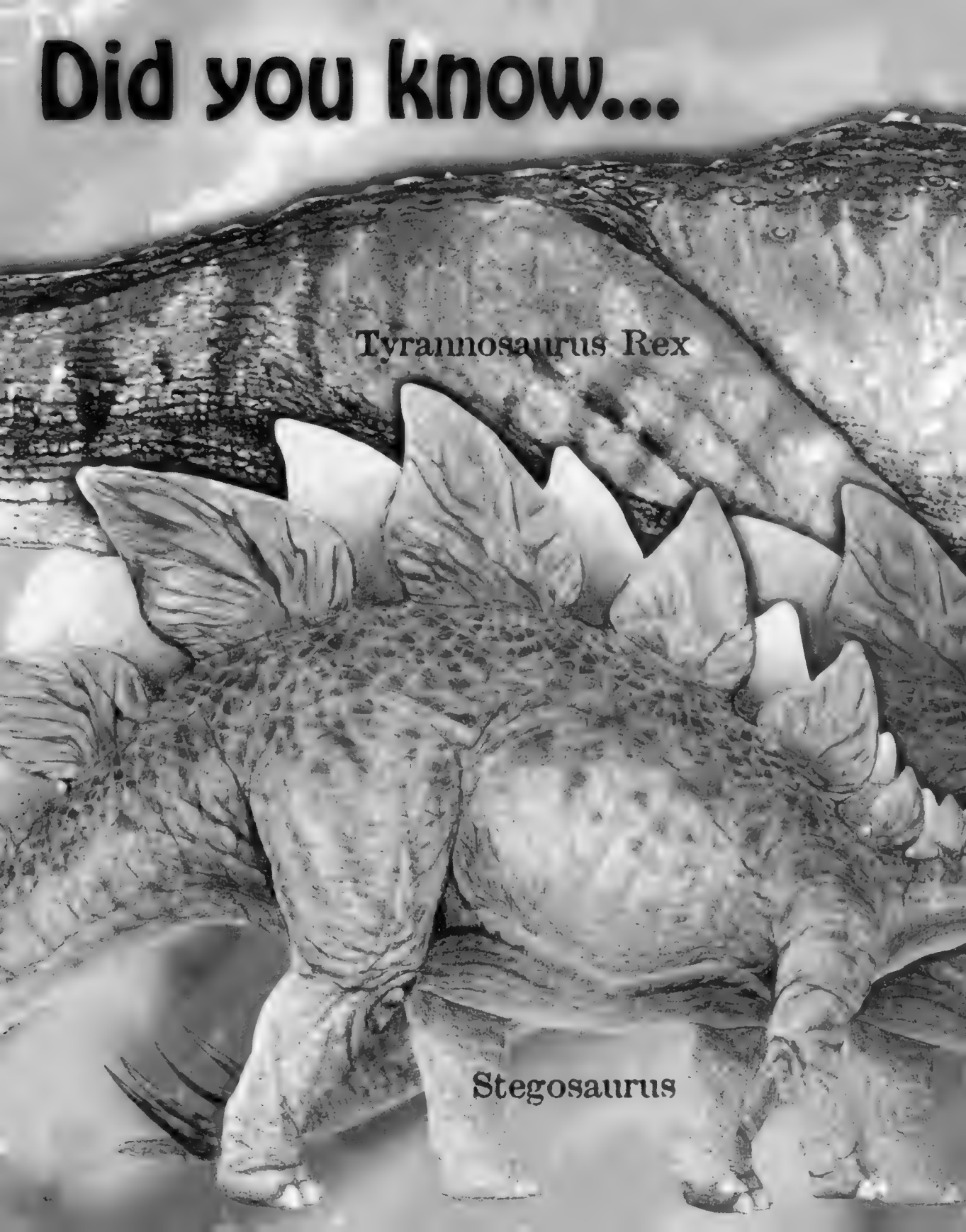
"Raptor"

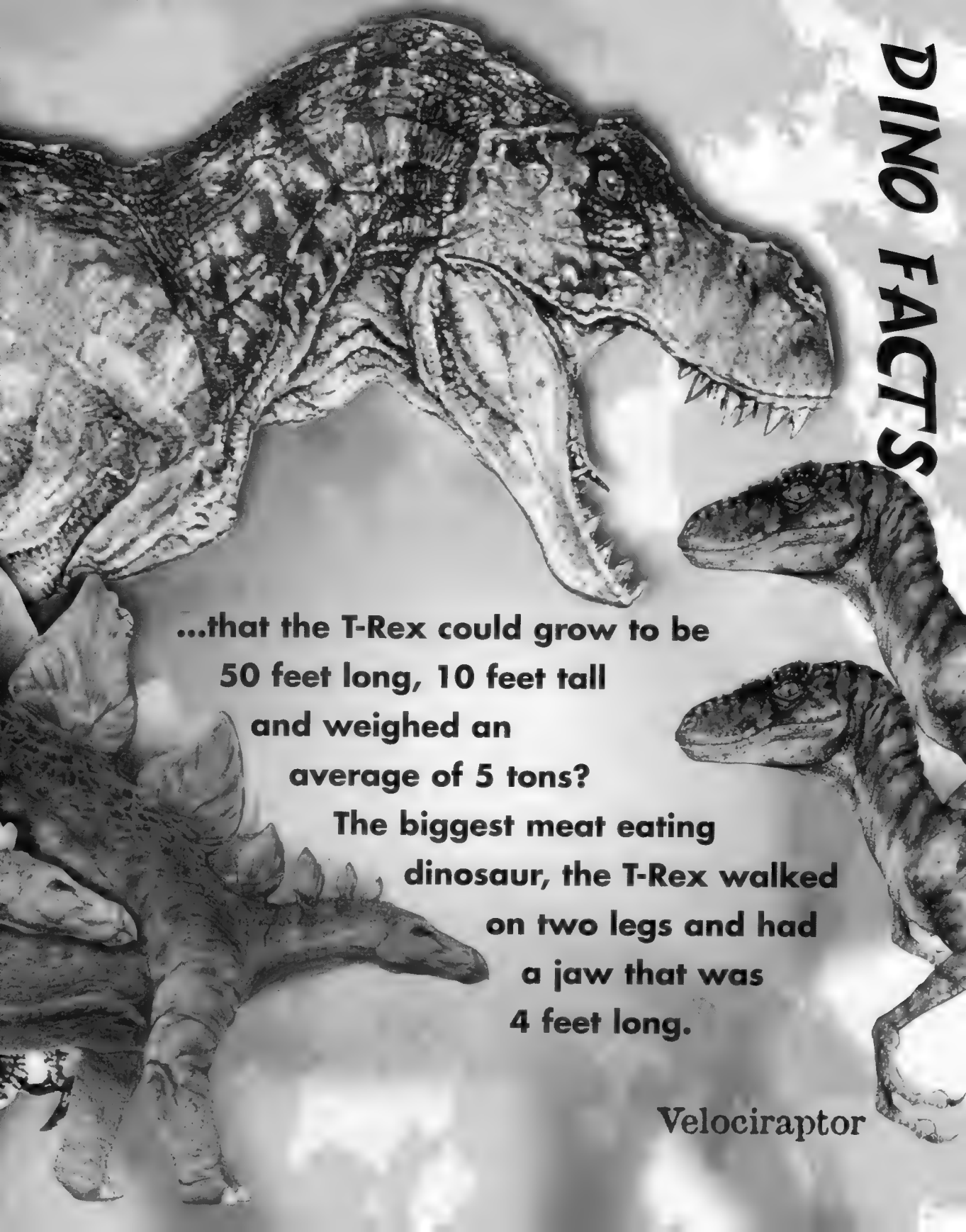
Carnivore

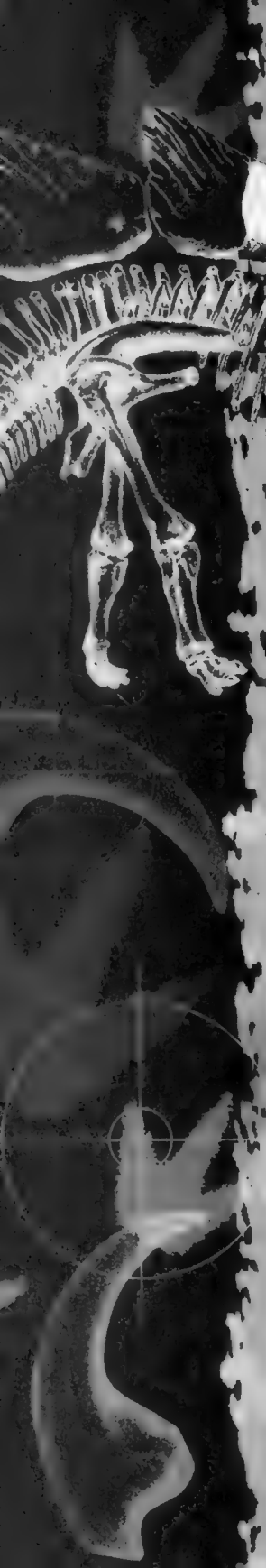
6 Feet Long, 220 lbs

Raptors are near-perfect killers, and have the intelligence to launch a coordinated attack, the speed to run down quarry, and razor sharp claws to kill and dismember.

Did you know...




DINO FACTS
...that the T-Rex could grow to be
50 feet long, 10 feet tall
and weighed an
average of 5 tons?
The biggest meat eating
dinosaur, the T-Rex walked
on two legs and had
a jaw that was
4 feet long.
Velociraptor



GAME BASICS

COLLECTING EGGS

You will come across many different dinosaur nests on Chaos Island. Consider the eggs you find in them as valuable as gold. Each species of dinosaur that you find will make a powerful ally when they hatch. Dinosaurs can guard your base camp, clear the path through brush and trees, or even crush a Hunter Jeep and take on a mighty T-Rex!

SUPPLIES

Supplies are found in the form of small yellow crates. Once you have an Explorer retrieve a crate of supplies, he or she automatically carries it back to the Base Camp (if you haven't built a Base Camp, they can't retrieve any supplies).

Each Explorer can only carry as much as their carrying statistic allows them. Also, a single crate may represent many supplies. Therefore, if you see only one crate, but there's another crate left after an Explorer apparently picked it up and carried it away, there are still more supplies left at that location. To find out what the exact number of supplies contained in the crate is, double-click on it.

BUILDING

As you collect supplies you can use them to build things. First, begin with a Base Camp.

Base Camp

Cost: 20

One of the most important tasks is to build a Base Camp so you can have a base of operations. Remember that you need a Base Camp before you can snag supply crates. Once you've built your Base Camp, you can build many other things.

Tent

Cost: 3

If any of your Explorers are wounded, this is where you want to send them to heal. If the team member is critically wounded, you'll want to leave them in the tent for a little while. Just be careful that no wandering enemies decide to attack the tent while your Explorer is resting inside!

Artificial Nest

Cost: 12

Once you've collected a few dinosaur eggs, you'll want to build the Artificial Nest to hatch them in. Once it's built, simply double-click on the nest and select the egg you want to hatch. Each egg has a picture on it of the type of dinosaur that's in the egg, as well as the number of eggs of that type that you currently have.

Fire Barrier

Cost: 15

Build several of these and set them around your Base Camp and other structures to keep wandering dinosaurs from attacking and destroying your camp.

Tool Shed

Cost: 25

The tool shed is a great thing to build if you have lots of supplies handy. First, you can build tools for each Explorer that will improve their abilities, such as Speed and Defense. Next, you can upgrade your Base Camp to Level 2, which not only makes it much stronger, but also gives you the option of building lots of high tech and improved versions of other structures.

Here are the tools/improvements that you can generate with a Tool Shed:

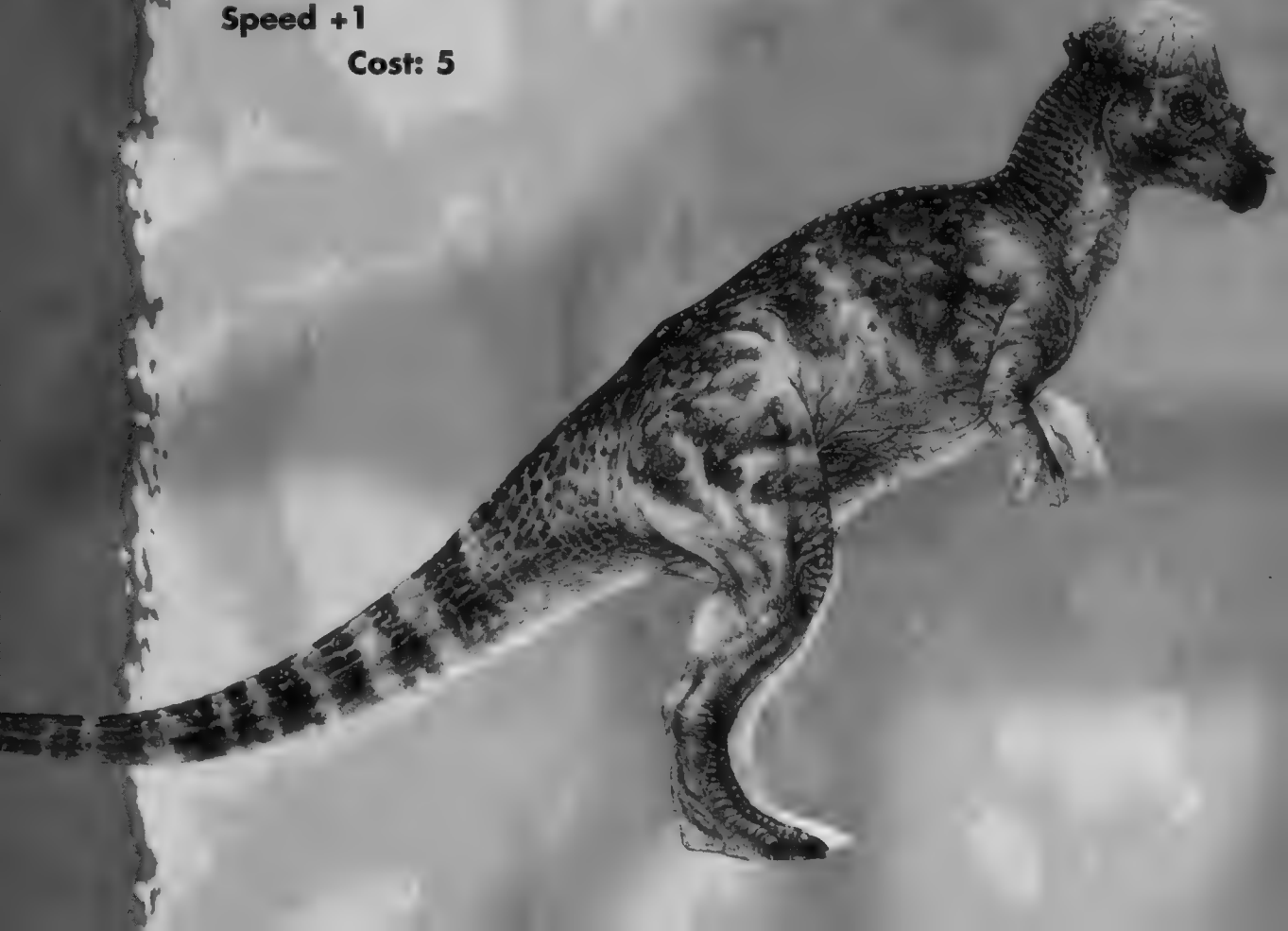
Carrying Capacity +1
Cost: 3

Visual +1
Cost: 2

Speed +1
Cost: 5

Defensive Strength + 1
Cost: 5

Base Camp Level 2
Cost: 20



Shelter

Cost: 7

To erect a shelter you must first build a Tool Shed and upgrade the Base Camp to Level 2.

This is a much stronger version of a tent—and it improves an injured Explorer's health much faster.

High Hide

Cost: 10

To build a High Hide you must first build a Tool Shed and upgrade the Base Camp to Level 2.

The High Hide is a great place to get away from any threatening situations. Use them to stay safe and wait out hungry dinosaurs or aggressive Hunters.

Incubator

Cost: 25

To build an Incubator you must first build a Tool Shed and upgrade the Base Camp to Level 2.

This beats the Artificial Nest hands down as far as hatching speed. The Incubator can hatch two dinosaurs in the time it takes an Artificial Nest to hatch one.

Electronics Shed

Cost: 35

To build an Electronics Shed you must first build a Tool Shed and upgrade the Base Camp to Level 2.

This is a much-improved version of the Tool Shed, and has a similar tool-building ability. Here are the tools/improvements that you can generate with an Electronics Shed:

Vision +2
Cost: 4

Speed +2
Cost: 10

Offensive Strength +1
Cost: 7

Carrying Capacity +2
Cost: 6

Hardened Shelter

Cost: 15

Must Build First: Tool Shed, and upgrade the Base Camp to Level 2

This is the strongest shelter you can build for your injured Explorers to heal in.

Science Lab

Cost: 50

To build a Science Lab you must first build a Tool Shed, upgrade the Base Camp to Level 2, then build an Electronics Shed.

This is the ultimate tool shed. Once you have a Science Lab you can build two things:

Defensive Strength +2
Cost: 10

Offensive Strength +2
Cost: 14

REPAIR

Throughout your missions, you have to repair bridges and your own structures if any enemies cause them damage. To repair something, simply select the Repair button, then the object you need to repair.

GENERAL TIPS

Game Technique

- ✘ If you're an experienced game player, you definitely want to access the options and set the gameplay speed and scrolling to maximum. Beginners will want to do the exact opposite.
- ✘ Don't be afraid to be a little SAVE CRAZY. Save every time you've collected supplies, upgraded your team, found a new area, completed a difficult task, cleared an area of enemies, etc. Being able to load a recent save when a team member is knocked out is a life-saver... literally!
- ✘ Double-clicking on an explorer or dinosaur gives you more information about him or her.
- ✘ Each member of your team has a special strength. Double-click on them to find out more.
- ✘ You can select several things at once by holding down the mouse button and dragging the mouse to form a box around them.
- ✘ You can select more than one Explorer or dinosaur by holding down the shift key or control key as you click on them.
- ✘ Double-clicking on your Base Camp lets you add new Explorers to your team.
- ✘ Double-clicking on a tool shed lets you improve the skills of your Explorers.
- ✘ To cancel out of placing a building, click the right mouse button.
- ✘ The eggs you collect and save on one level add to your score and can be hatched in later levels.

Explorer Survival Strategies

- ✘ It's often a good idea to explore an area before you do much building.
- ✘ Your Explorers are important. Use your dinosaurs to walk with them and protect them.
- ✘ Build your Base Camp close to supplies. That way, your Explorers can collect them faster.
- ✘ Build your Base Camp away from hunting trails to avoid Hunters.
- ✘ Send wounded team members into tents or shelters to heal faster.
- ✘ Research Assistants cannot be given upgrades.
- ✘ Once an Explorer has eggs or supplies, he or she automatically returns to Base Camp.
- ✘ Traffic jams can occur when too many Explorers or dinosaurs try to get through a narrow pass or cross a bridge at the same time.
- ✘ If you ever hear any of your Explorers return to Base Camp or finish a task but are having a hard time finding or selecting them, use this simple trick: click and drag a box around the whole camp and trees. You should hear whoever is there respond and you'll see at least part of the white box that surrounds them. Once they reveal themselves, click somewhere out in the open and they'll automatically move out of "hiding" to that point.
- ✘ Keep an eye on bridges and paths small enough for only one person to pass through. If you're off in another part of the map and you've sent more than one Explorer to retrieve eggs or supplies, it's highly likely that the one coming back from the Base Camp will meet another carrying something on the path/bridge and neither will budge for the other. You'll be stuck wondering why neither has returned... Check the path/bridge, select the empty-handed Explorer, and move him out of the way to let the first Explorer through.
- ✘ If you sent an Explorer to carry something back to the Base Camp and an enemy presents immediate danger to your team, click on the Explorer carrying the items and then on the threat. Your Explorer will put down whatever he or she is carrying and come to the rescue. Just don't forget where you dropped your stuff!

Tactics: Defensive

- ✘ Build fire barriers near your camp to keep wild dinosaurs away.
- ✘ Sometimes you can sneak around dangerous enemies by keeping your distance.
- ✘ Sometimes, the best way to escape being bombarded by two dinosaur or dinosaur and Hunter enemies is to run straight at them and run them into each other. If they start fighting, you've successfully escaped and taken care of at least one of the two threats!

Tactics: Offensive

- ✘ Once your Explorers attain long-range firepower, take advantage of rocks and high places when attacking.
- ✘ Using a group to attack a single enemy works well, particularly if they all attack from different directions.
- ✘ It can be useful to watch the movement of Hunters and wild dinosaurs, then use their patterns to your advantage.
- ✘ Use bigger, tougher dinosaurs to scare away smaller, weaker ones.
- ✘ Use the spitting Dilophosaurus to attack from a distance, even across barriers.

- ✘ Whenever possible, have your dinosaurs trap their enemies against a wall or in a corner where they can't run to get away. If you have two or more dinosaurs do this, the fight will be over in seconds.
- ✘ When attacking a Hunter Camp, try to destroy any Jeep, Tank, or Snagger garages first. This will ensure that no more vehicles pop out of their garages while you're fighting the hunters.

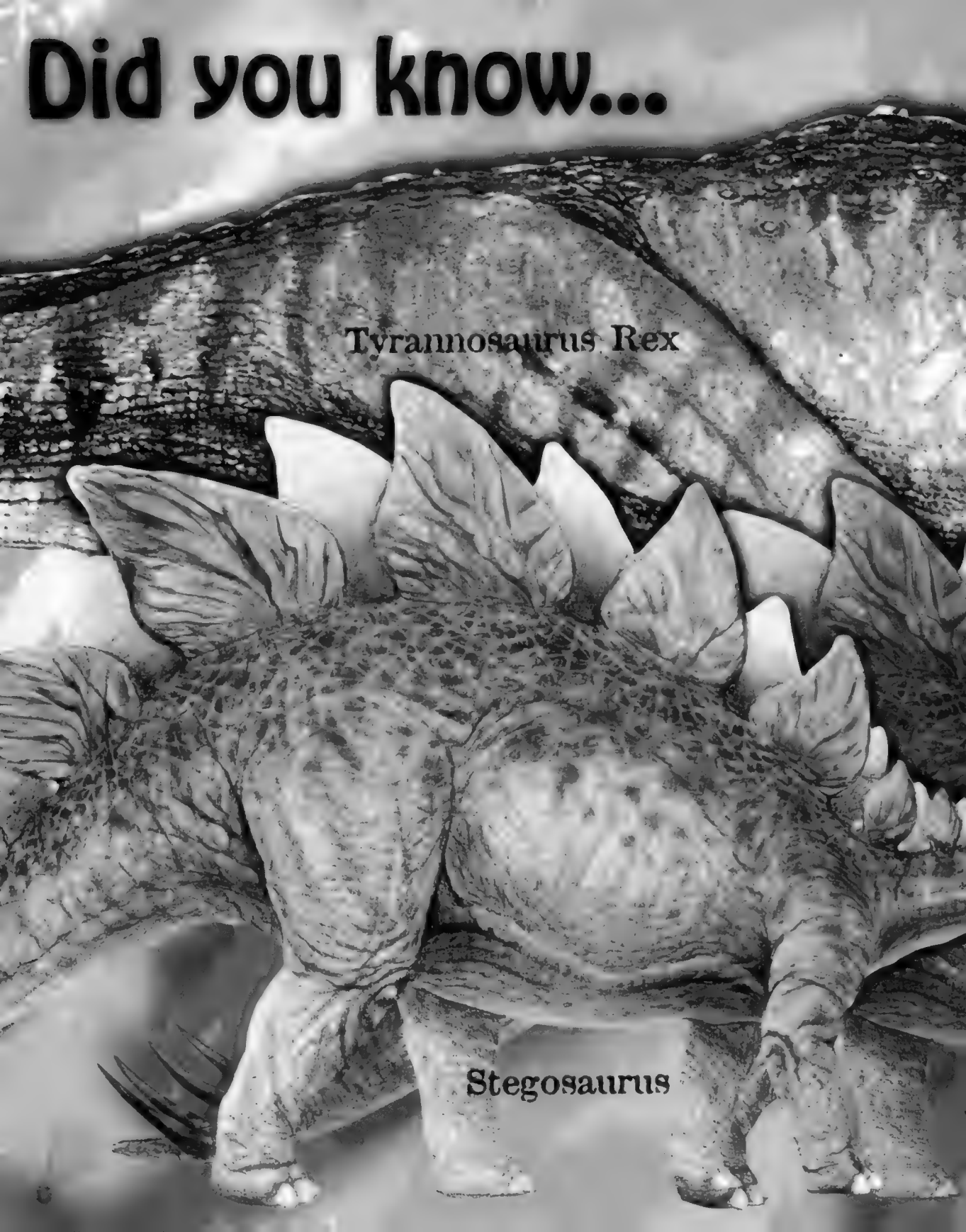
Dinosaur Facts

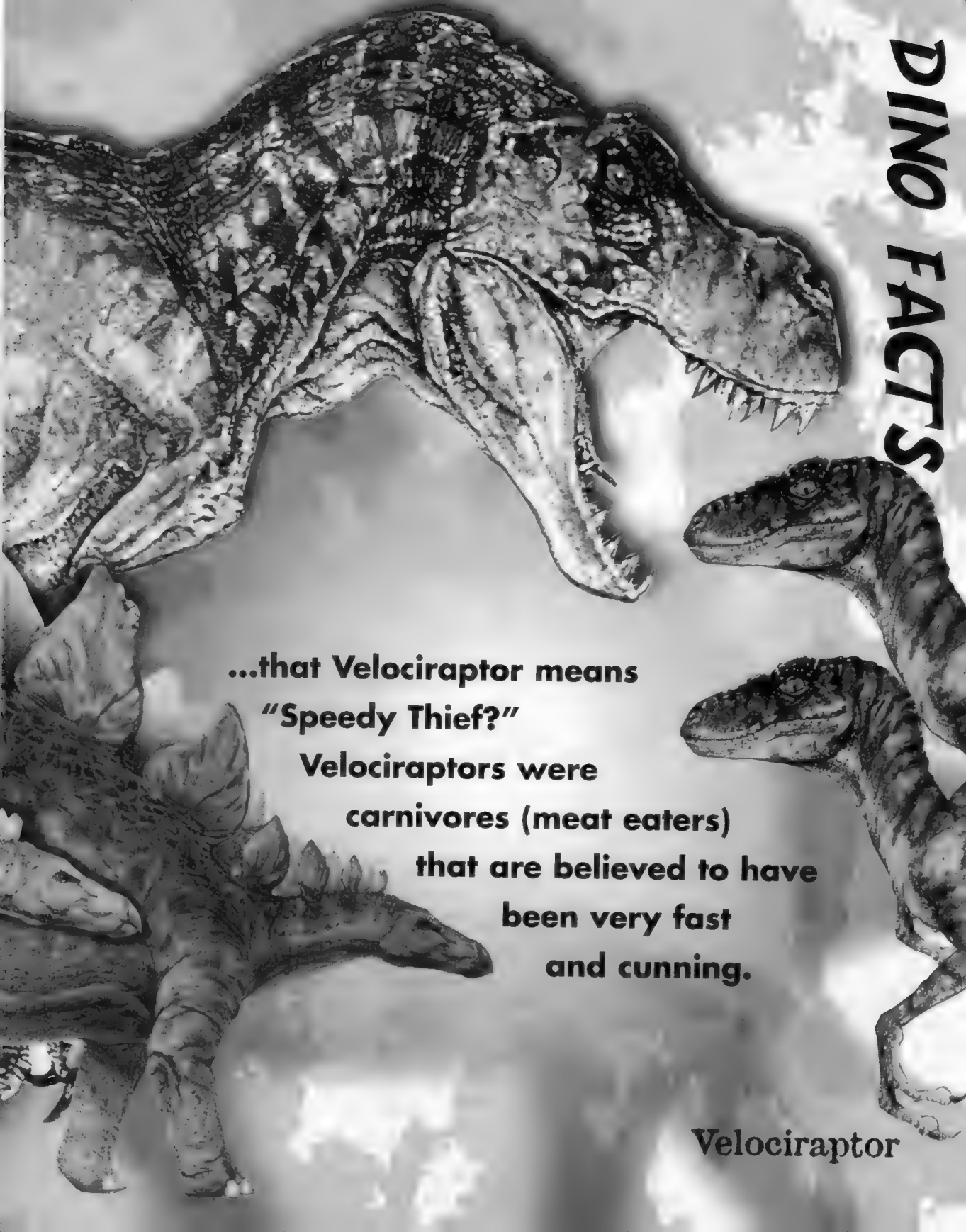
- ✘ Wild dinosaurs can be a danger to you—or to your enemies!
- ✘ Remember, this is Chaos Island. Don't count on dinosaurs to behave the same way every time you see them.
- ✘ Each dinosaur makes its own kind of nest. This can help you identify eggs in the wild.
- ✘ Plant-eating dinosaurs can be used to clear away trees that may block your way.
- ✘ Herbivores like the Triceratops and Stegosaurus are extremely useful fighters, because all they need to do to heal is eat a tree or two. Triceratops are probably the toughest and strongest of all of the Herbivores.
- ✘ When you send your Herbivores to eat plants, keep an eye on them. Once they've totally eaten the plant you assigned them, they will wander aimlessly until they find another tree, and you don't want them to wander into danger!
- ✘ Compys are fast enough to be good scouts, but are easily killed.

TIPS

- ✘ Even though the Triceratops is a plant eater, his horns make him a good fighter.
- ✘ Stegosaurs are big and tough, but fairly slow, and wild ones aren't usually very aggressive.
- ✘ Raptors are both fast and dangerous, particularly when they hunt in packs.
- ✘ The toughest dinosaur of all is the T-Rex, but the Hunters' best weapons can still hurt him.
- ✘ Raptors are most deadly when attacking in packs of three or more.
- ✘ Wounded dinosaurs can become healthy again when they eat.
- ✘ To get hit points back, your T-Rex needs to eat dinosaurs and Hunters, not Jeeps or other structures, in order to get hit points back. It may not look like the T-Rex is healing, but that health bar is very compact and he regains health whenever he eats meat.

Did you know...




DINO FACTS
...that Velociraptor means "Speedy Thief?"
Velociraptors were carnivores (meat eaters) that are believed to have been very fast and cunning.
Velociraptor

MISSION 1

OBJECTIVE

Build a Base Camp.

Build two tents.

Find Sarah Harding.

Enemies:

Compys
Parasaurolophuses

Eggs: 0

IAN'S NOTES

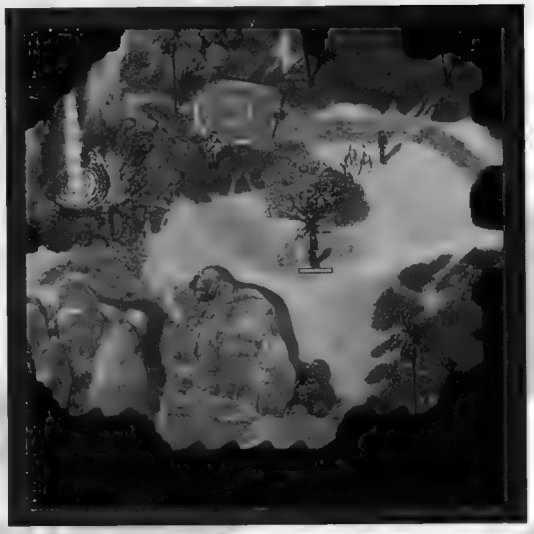
The helicopter deposited us on the all-too-familiar landing pad, near the deceptively peaceful waterfall. deja vu. Welcome back to Jurassic Park. The pilot was in such a hurry to get off the island that he barely touched down, not that I really blame him. The first thing we should do is set up a camp for shelter and explore the area. Thanks to Eddie we'll be able to visually keep track of each other on our PDA computers through a satellite link up. No sign of Sarah yet. We gotta' find her as soon as possible, as I'm worried about her safety. John Hammond assured me there would be no dinosaurs left here, but I noticed a very live Parasarolophus roaming nearby! As I've always said, life will find a way. I hate being right all the time!

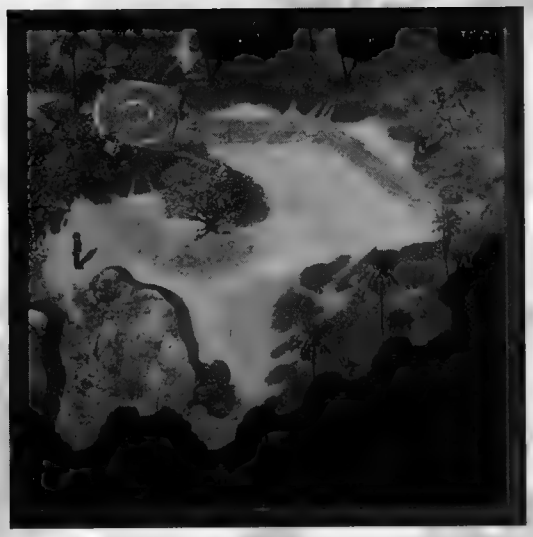
RECOMMENDED CHARACTERS TO PLAY WITH:
You have 55 points to begin with, so you can select Ian, Nick, and Eddie.

MISSION MAP

WALKTHROUGH

Your first priority is to defend your immediate surroundings from the small groups of Compys and wandering Parasaurolophuses.

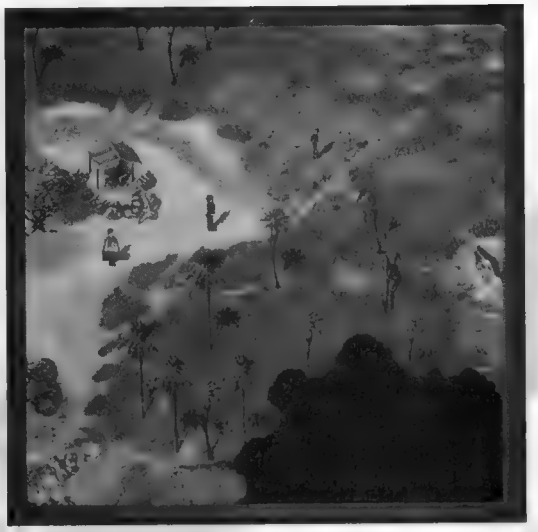


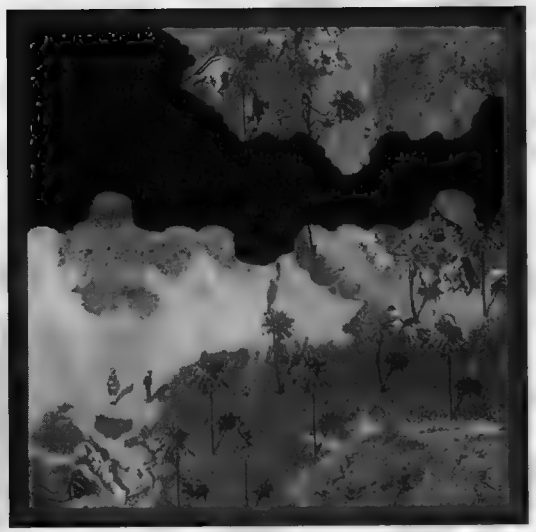


The easiest way to get rid of the Compys is to select one Explorer, and then an individual set of Compys. It's faster to attack them individually because they're easily defeated by one person.

When taking out an Parasaurolophus, you should drag a box across all three Explorers and then select the Parasaurolophus. The Parasaurolophuses don't go down that easily, and having three characters attack at once makes the process faster.

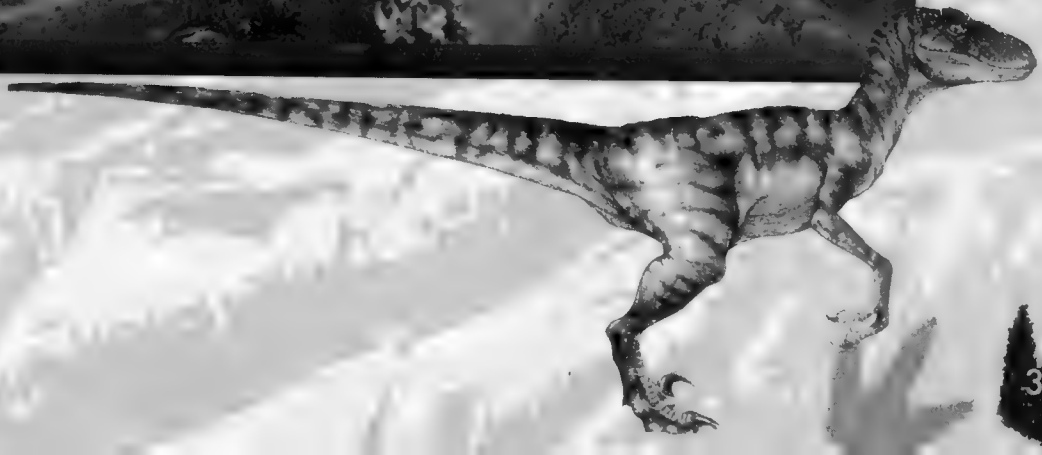
Once the Helicopter Pad area is dinosaur-free, have one of your team members build the Base Camp there. Send the other two Explorers to the right. You'll find Sarah Harding standing next to the ruins directly to the east of the Base Camp (in the upper-right corner of the map). Once you have found her and she says "Hello," she becomes a useful member of your team and can help clear out any remaining dinosaurs.

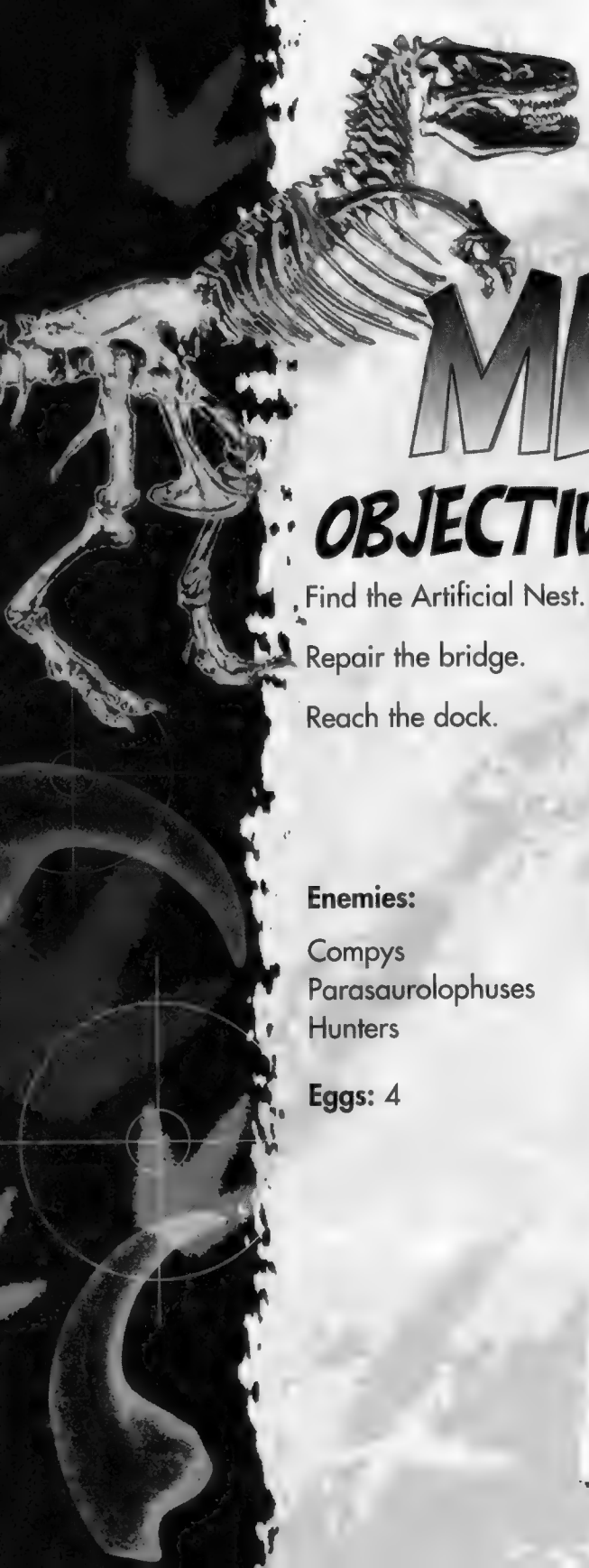




In the midst of your travels to the extreme southwest of the area, you come across a yellow crate. These are supplies. Have one of your characters select the supplies—the character automatically carries the supplies back to the Base Camp.

Once you have collected those supplies, you'll find another crate straight across to the east (the lower-right corner of the map). Finally, return to the Base Camp and build two tents.





MISSION 2

OBJECTIVE

Find the Artificial Nest.

Repair the bridge.

Reach the dock.

Enemies:

Compys
Parasaurolophuses
Hunters

Eggs: 4

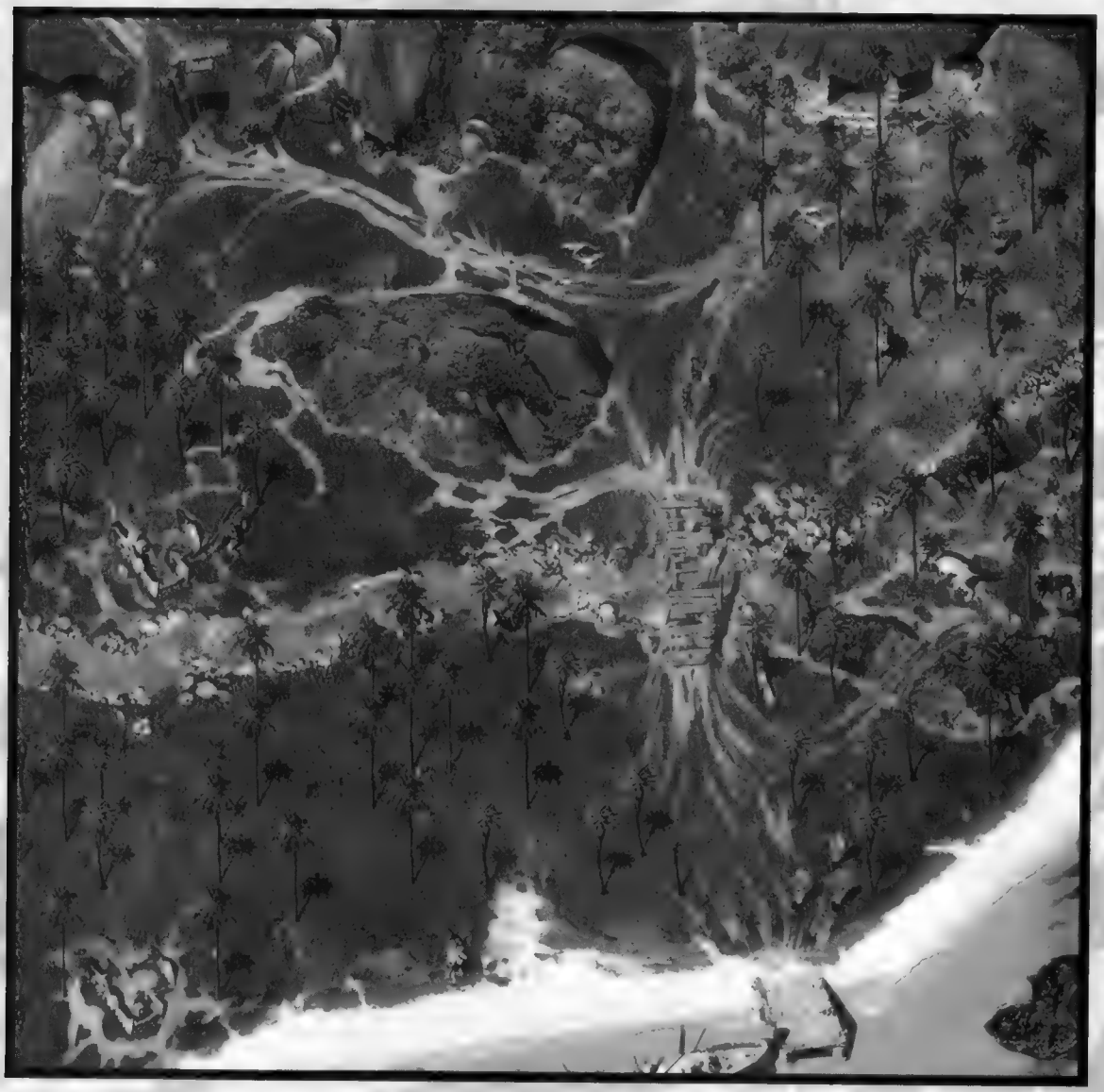
IAN'S NOTES

According to Hammond, the scientists at Ingen were developing a secret DNA serum by which they could actually control the dinosaurs they hatched. The formula was left behind when the park was destroyed. I remain skeptical, but Sarah can't wait to find the serum and test it out on eggs that we find here at Site B. The plan is to get to the pier on the far side of the island, where Hammond's freighter will take us to Isla Sorna, an island supposedly just teeming with dinosaurs. Personally, I'm less than thrilled about having another close encounter with a T-Rex. One more thing: I discovered some fresh tracks. human tracks. We're not the only ones here.

RECOMMENDED CHARACTERS TO PLAY WITH:
Ian and Nick

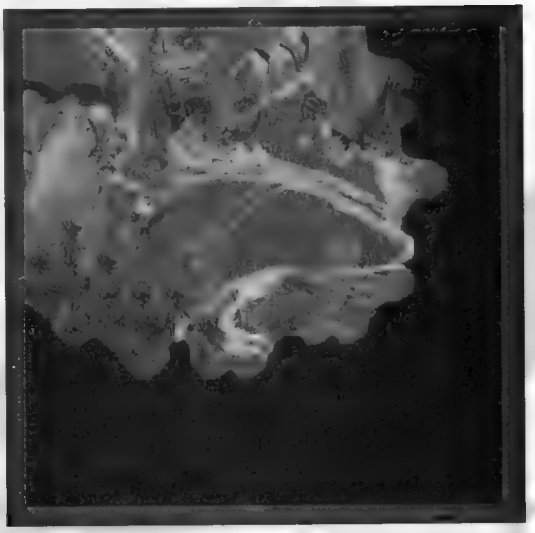
Now there's a familiar gateway! In fact, this

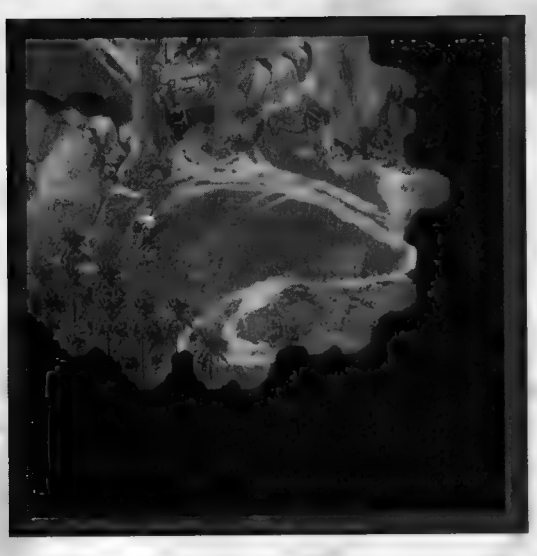
MISSION MAP



WALKTHROUGH

would be a great place to build your Base Camp (behind the gate, that is). Just beyond the gate is your first dinosaur nest. Eggs, similiar to supplies, appear as small yellow eggs on your map. Have one of the Explorers collect the eggs and carry them back to the Base Camp.

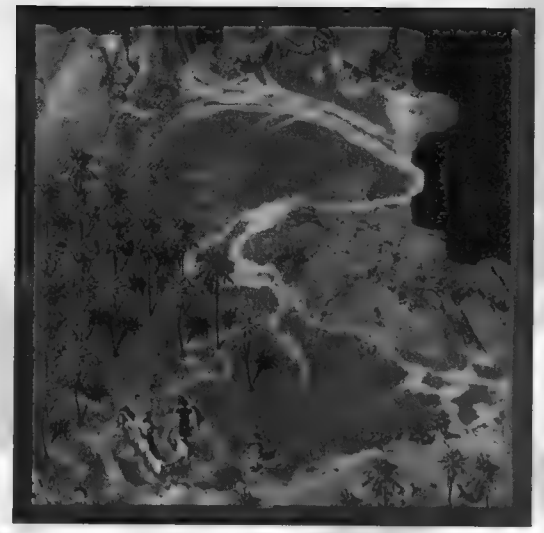


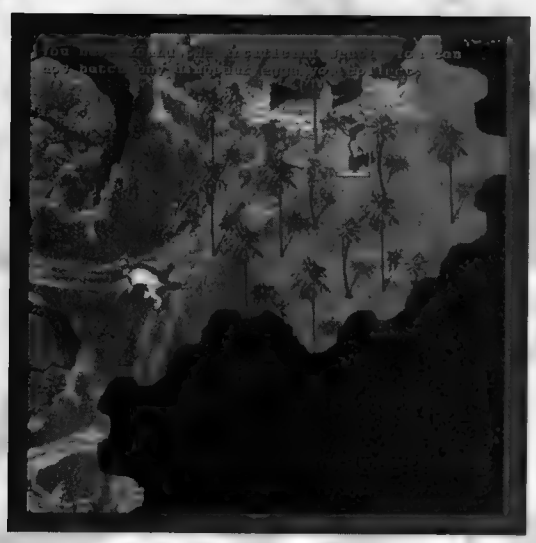


Next, you'll want to have Ian and Nick move south past the palm trees to take on some wild Parasaurolophuses. Just keep an eye out for wild packs of Compys that may want to ravage your Base Camp!

MISSION 2

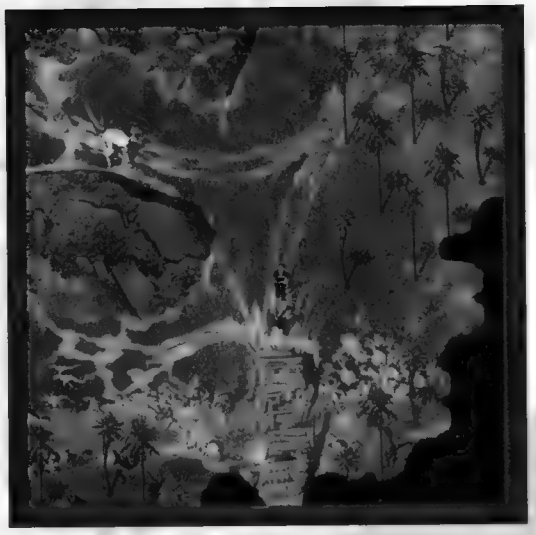
You can find your first set of supplies in the ruins next to the river and the palm trees. Carry these back to the Base Camp and explore the area to the east of the Jurassic Park gate.





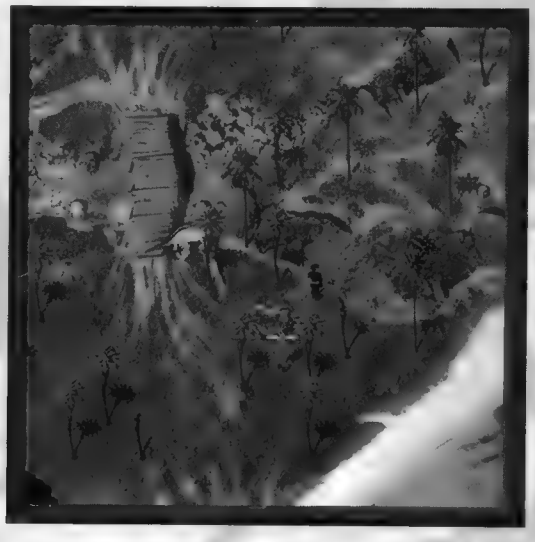
Walk all the way to the east to find the Artificial Nest.

Immediately south of the Artificial Nest is the damaged bridge. Select the Repair Button, and then select the bridge itself.



Once the bridge is repaired, cross it and be prepared to face several roaming Parasaurolophuses on the other side of the river. Heading east just a little bit takes you to a box of supplies. It may take several trips to retrieve them all, but it's worth it.

Beware of Hunters as you head to the southwest! The best plan of attack is to highlight all of your Explorers, then select one Hunter. This way, a Hunter won't be able to inflict very much damage before he's defeated.



At the west-most bank of the river, you'll find a nest with several eggs. Once the eggs are collected, you'll find several stacks of crated supplies immediately to the south. Once you have collected these and explored the entire map, end your mission by walking out onto the dock on the beach.

MISSION 3

OBJECTIVE

Hatch 3 groups of Compys.

Build 3 fire barriers.

Enemies:

Hunters
Compys
Pachycephalosaurs

Eggs: 9

IAN'S NOTES

The team is weary, but thankfully, uninjured. The ship, however, lies broken on the rocks, and for the time being we're stranded here. Our supplies are strewn from one end of the beach to the other. Worst news of all: it turns out that my daughter Kelly stowed away on the freighter! She thought I might need help or rescuing or something. Hmmm. Looks like she was right. She's very headstrong and insists that she doesn't need to be babied. But I'm worried about her. The dinosaurs here are more aggressive. Eddie suggested we build fire barriers to keep them away. We should also try to hatch some Compys to use as protection, like attack dogs, or attack chickens. In the meantime I'm glad we're all safe, especially Kelly.

RECOMMENDED CHARACTERS TO PLAY WITH:
Ian and Nick

MISSION MAP

WALKTHROUGH

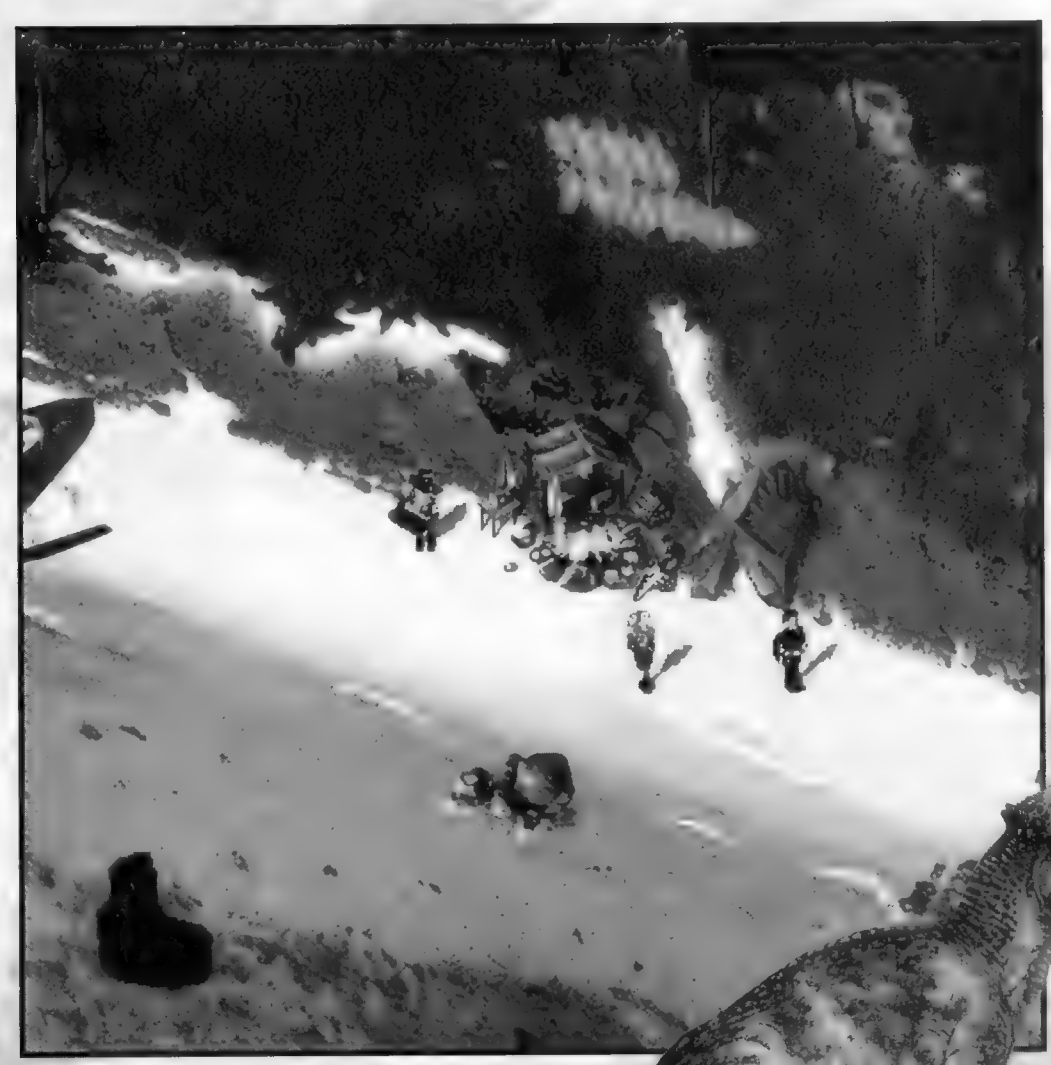
Now is a great time to take advantage of Ian's great vision and scout the area immediately next to the broken wreckage. Have Nick walk up the beach to the west and stop next to the pile of supplies. Meanwhile, Ian should be walking down the beach to the east, stopping only when he reaches the river.

Have Ian build the Base Camp amongst the palm trees. The moment the Base Camp is built, have Nick begin carrying supplies back to it.

Beware of Hunters! The pile of supplies just happens to be a favorite haunt of Hunters, so be prepared to have Nick and Ian converge to defend the beach. Try to attack only one Hunter at a time. If either Ian or Nick get injured so badly that their health bar turns yellow or red, have the injured character return to Base Camp and build a tent to rest in. Don't be afraid to let any uninjured Explorers wait at the Base Camp until the wounded and healing Explorer is ready to come out of the tent.

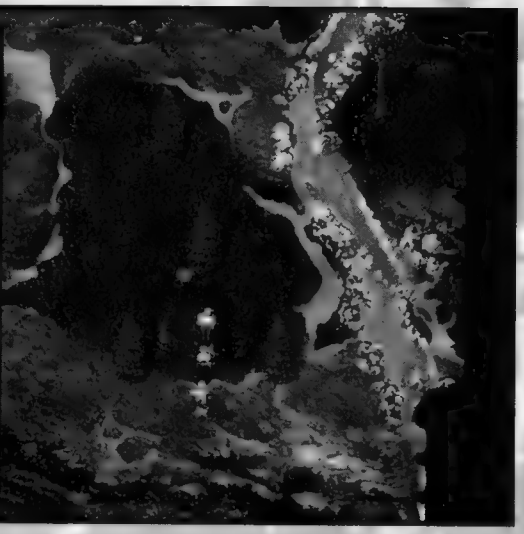
Once all of the beach supplies have been recovered, walk all the way to the west and then north toward the cliffs, where you'll find a nest of dinosaur eggs.

Once you have at least one tent built at the Base Camp and all of the eggs are collected, you may safely add another Explorer to the group. Sarah would be a great choice because she's very fast and makes a great scout.



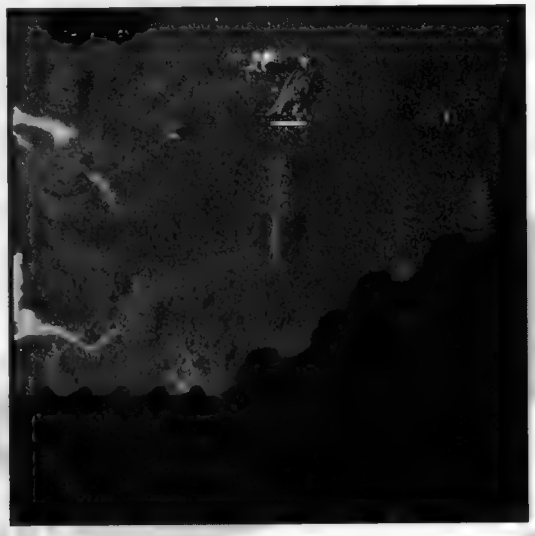
MISSION 3

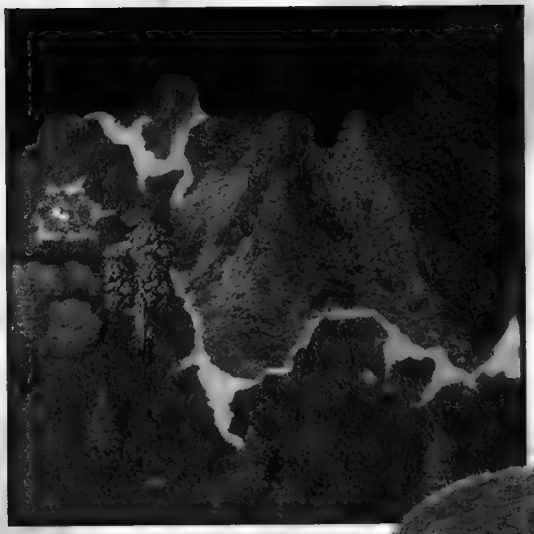
Now you should build an Artificial Nest. It's time to hatch one of the six Parasaurolophus eggs you acquired. While the egg is incubating, move your team of Explorers up through the tiny path in the cliffs where the Hunters are coming down onto the beach.



Have your Explorers head to the east, being prepared to defend from any Hunters which may be approaching from the north. You shortly come upon a pile of supplies. Take all of these back to the Base Camp—you're going to need them.

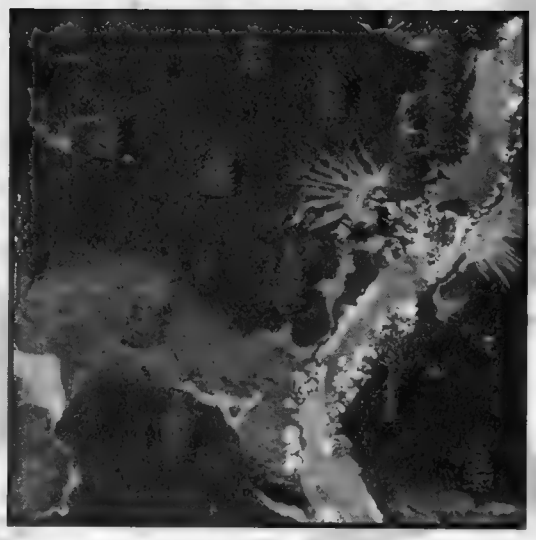
Your Parasaurolophus should be hatched by now. Have him follow the path through the cliffs also, but he must head to the northwest corner of the area. Unfortunately for him, there's a Pachycephalosaurus waiting in the forest to the west, so do your best to guide him around the forest to the right to avoid it. (If your Parasaurolophus takes any damage from the Pachycephalosaurus, find a tree that's safe from enemies and eat until his health is at maximum again.)

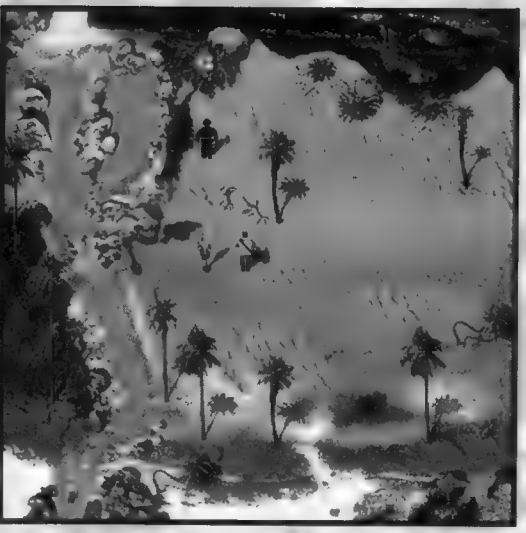




At the northwestern corner of the area is a group of trees blocking the way to a Compy nest. Looks like those trees need to be pruned, so start munching!

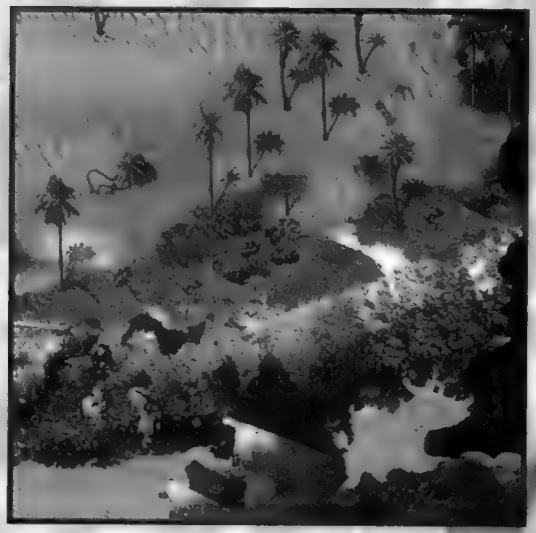
Meanwhile, your team of Explorers should investigate the territory further east. Be careful—you're entering Hunter territory! You'll find a winding river that rolls from north to south, and there are two places to cross. Walk across the stones at the southern crossing first, then head southeast until you reach the beach.



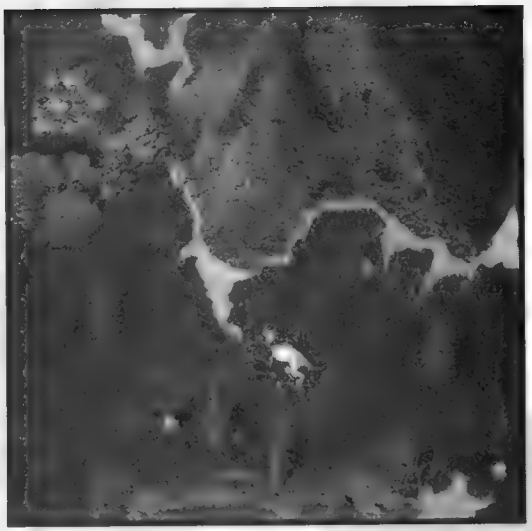


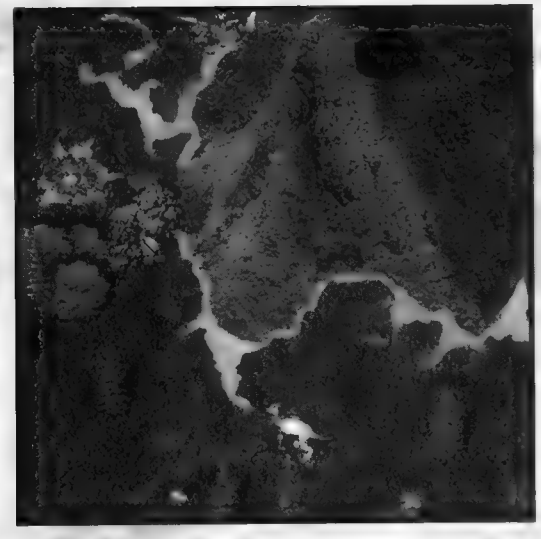
Now travel south onto the beach and then to the left. Looks like you've found a Compy colony! Clean out all of the small packs of Compys and have each Explorer take a Compy egg back to the Base Camp.

This beach also contains the rest of your supplies, which are southeast of the Compy nest. When you begin to collect them, you are prompted to upgrade one of your team members with new equipment.



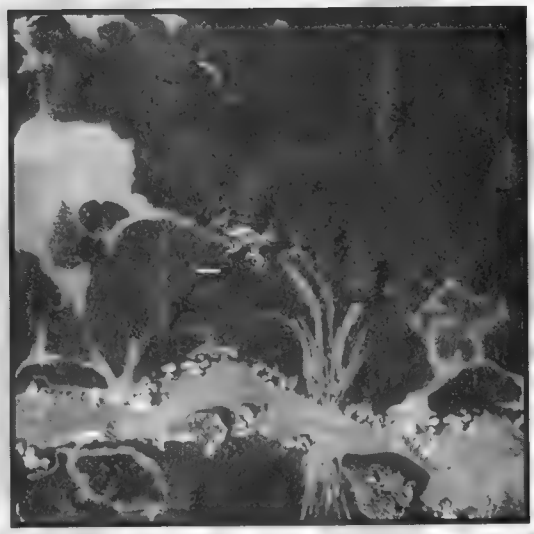
Don't forget to keep checking on the progress of your Parasaurolophus in the northwest corner. Once he eats through the trees and creates a path, he can attack the Compys there and leave you free and clear to collect the Compy eggs in the nest.





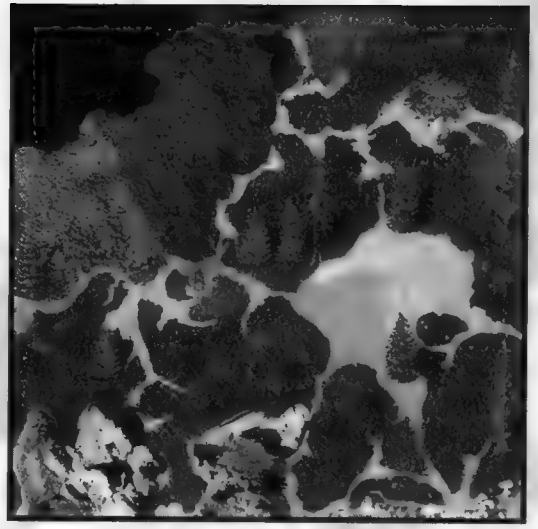
While your Explorers are collecting Compy eggs, use the Parasaurolophus to scout through the remaining unexplored territory to the east and northeast. If your Parasaurolophus should come across a Hunter, it's better for the Parasaurolophus to run and hide than to attack.

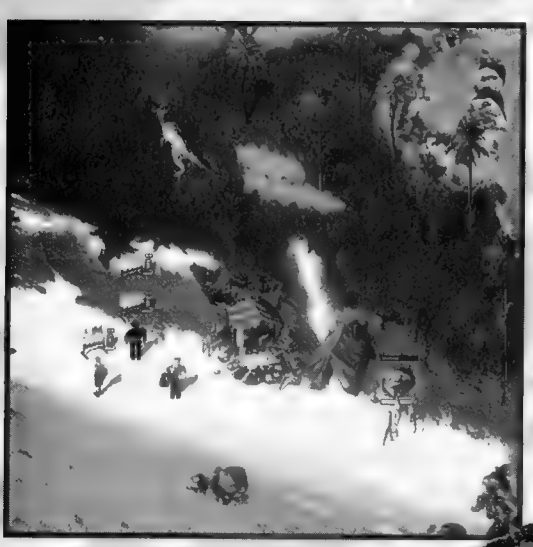
Keep an eye on your Parasaurolophus as he explores the northeast corner of the area—there might be a Pachycephalosaurus or two in the area!



MISSION 3

Your Explorers need to collect the large stack of supplies and, finally, the dinosaur eggs in the nest your Parasaurolophus exposed in the north-east corner of the area.





Finally, return to Base Camp, hatch three sets of Compys, and build three fire barriers to complete your mission.

MISSION 4

OBJECTIVE

Take out all Hunter Jeeps.

Upgrade a team member to Speed +1.

Enemies:

Hunters
Jeeps
Dilophosaurs
Pachycephalosaurs

Eggs: 11

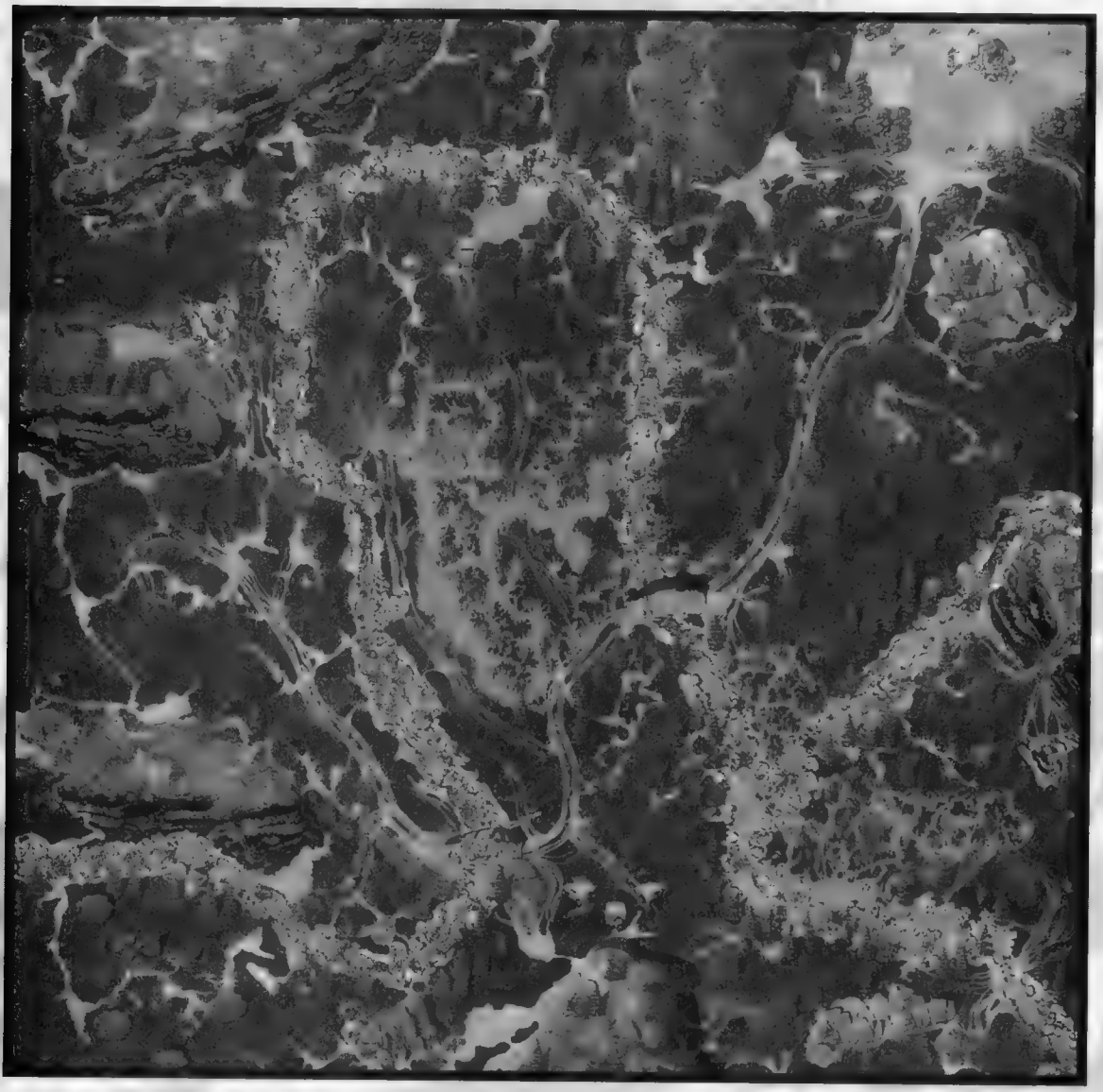
IAN'S NOTES

The rumble of cargo planes overhead awakened us. Air-dropped supplies landed someplace in the nearby jungle, presumably intended for the men we've come to refer to as the Hunters. Nick got some footage of these Hunters running down dinosaurs in their jeeps and generally trashing the landscape! It appears they were sent here by Ingen to repossess what they consider their property. Taking these prehistoric creatures off the island is a huge mistake—but I don't know how to stop them. Our supplies are dangerously low, and these corporate mercenaries are much better equipped.

MISSION 4

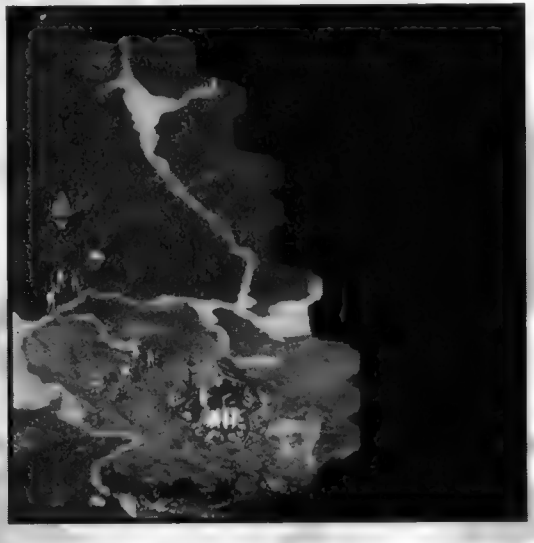
RECOMMENDED CHARACTERS TO PLAY WITH:
Sarah and Nick

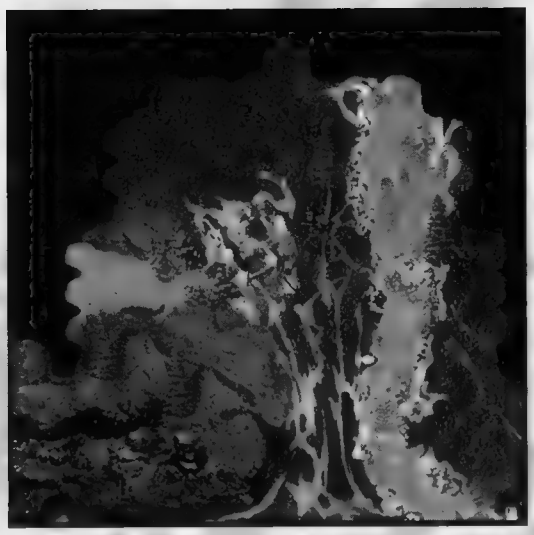
MISSION MAP



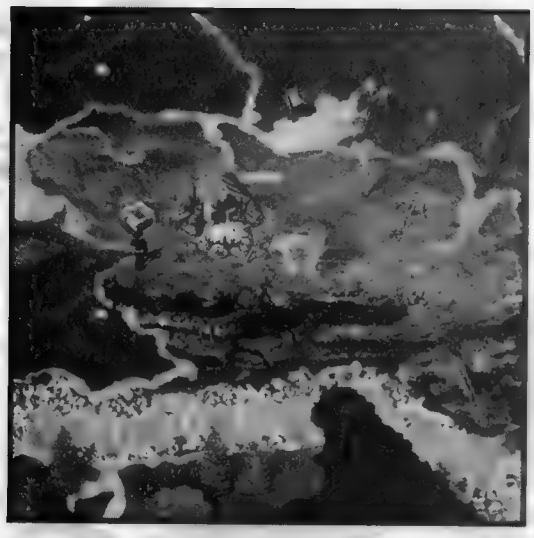
WALKTHROUGH

Things are starting to get a little tougher now, but at least you've still got three packs of "guard compys" to start with! The area immediately surrounding you as you begin Mission 4 is relatively safe. Start by building your base camp slightly southeast, on the edge of the cliffs. Don't go beyond the cliffs to the east yet. Instead, as one Explorer builds the Base Camp, have the other walk north along the river.

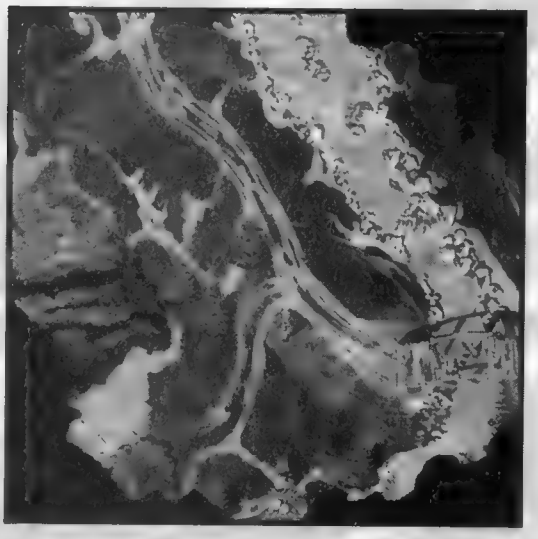




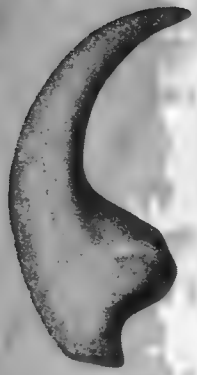
In amongst the ruins you'll find a handy stack of supplies. Your camp-building buddy should be done now, so have both Explorers begin carting the supplies back to camp.



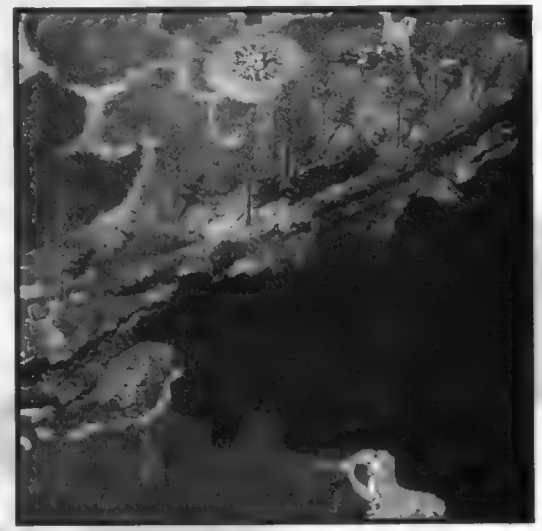
You should now have enough supplies to bring Ian into the picture and help out. Build an Artificial Nest—you're going to need it!

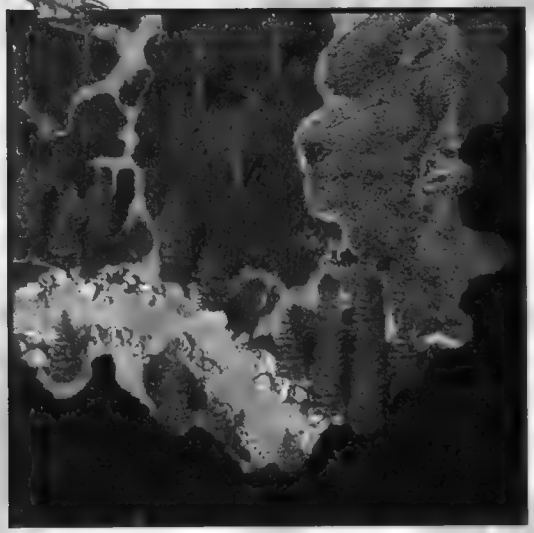


The next part is a bit tricky. Select Sarah and walk directly northeast until you reach the river. Then, slowly, walk south. As the territory reveals itself, you'll see the damaged bridge to the right and a Pachycephalosaurus guarding its nest. Staying away from the Pachycephalosaurus, repair the bridge. When the damaged bridge has been repaired, get close enough to the Pachycephalosaurus to get it to chase you, then head across the bridge and straight for that Jeep on the other side! Run right past it until the Pachycephalosaurus loses interest in you and jumps on the Jeep. Staying far away from them both, retreat back across the bridge and have your team collect the Pachycephalosaurus eggs in her now unguarded nest.

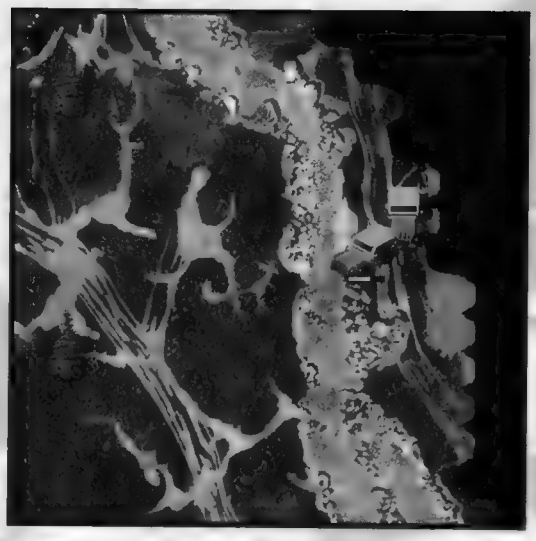


Now that you have the Pachycephalosaurus eggs, go to the Artificial Nest and hatch a Pachycephalosaurus! When your new Pachycephalosaurus is ready, select him and head north, to the left of and past the ruins, along the western border. There's a Dilophosaurus guarding its nest (in the upper-left corner of the map), but it's no match for your Pachycephalosaurus. When the Dilophosaurus is defeated, have your Explorers collect the eggs from its nest.

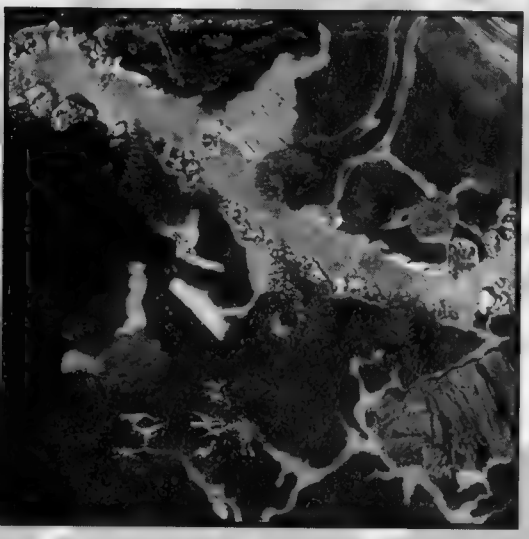




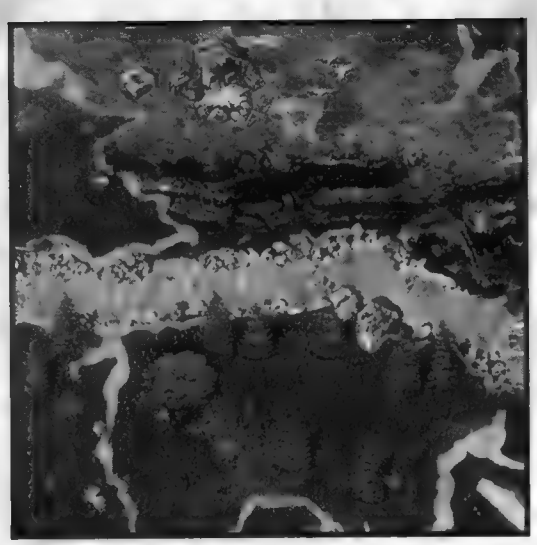
As soon as you get one of the Dilophosaurus eggs, hatch one. The Dilophosaurus will be your long-range attack dinosaur from your side of the river! In the meantime you can also safely send your Pachycephalosaurus wandering up north along the river to scout out more of the map. He should find nothing else but trees and a mountain blocking the way to the right. You should tell him to begin eating on the trees so that later on, you'll have a sneak attack path into Hunter territory!



When your Dilophosaurus is ready, walk your new dinosaur pal up along the river to the north until you see one or more Jeeps bunched up on the right side. Making sure your Dilophosaurus is a safe distance from the edge of the river, select one of the Jeeps and attack from a distance! The Dilophosaurus should be able to slowly but surely spit across the river at each Jeep until they explode. And if the Hunters ever get a clean shot at your Dilophosaurus and hurt him, move your Dilophosaurus away to lead the Jeeps into a different position, then start spit-attacking again. Once all of the Jeeps there are taken out, walk north along the river and up to the trees and mountain to the northeast. There may be a Jeep there that the Dilophosaurus can attack through the safety of the trees.



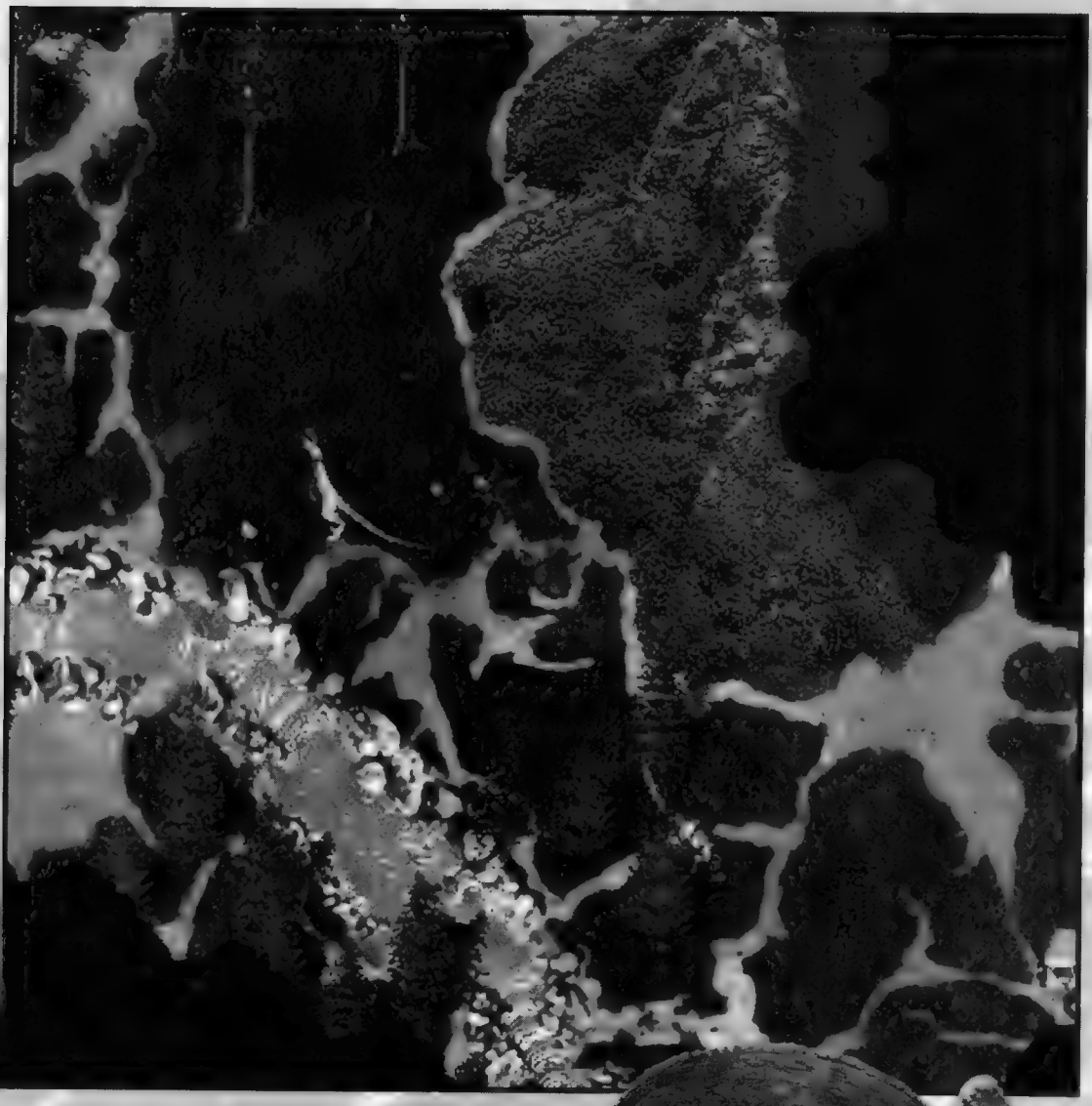
When the bridge is repaired, select Sarah. Make sure there are no Jeeps in the area and cross the bridge. Sticking to the bank of the river, quickly head west through the trees until you reach what appears to be Compy land. Clean out all of the Compys and walk all the way to the west border, where you'll find a stack of supplies. The nice thing about this supply stack is that it's constantly being replenished by the planes that fly over every few minutes. Have your Explorers begin hauling these supplies back to the Base Camp.



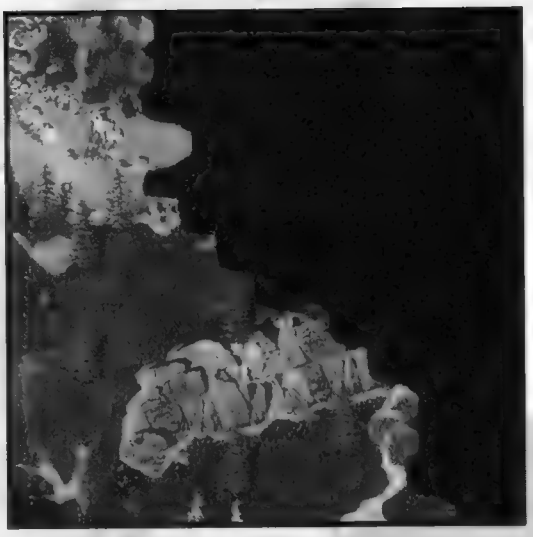
Now would be a good time to bring in Kelly. She's really fast and useful for constantly bringing back supplies from the stack you've just found. Simply keep an eye on that area of your map as you play. When you see the supplies have returned, send Kelly to retrieve them. Just keep checking your map to make sure that no wandering Jeeps or a Pachycephalosaurs come down her way!

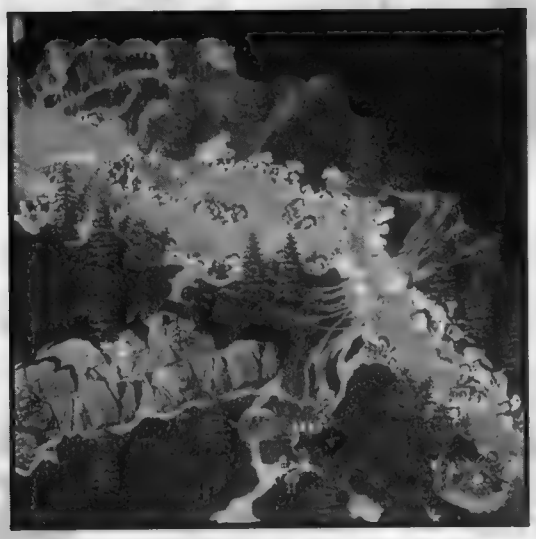
When you have enough supplies, build a Tool Shed. This wonderful shack lets you build items that will increase each team member's abilities and stats. You may have to keep collecting supplies in order to do this, but with the replenishing supply stack you just found and the rest of the supplies you will soon find, you can afford to upgrade every team member with everything! Begin by equipping Sarah, Nick, and Ian with Armor. As you collect more supplies, you can then equip them with better Speed, then Sight, and Carrying ability. (Leave one team member's Carrying stat alone, as you'll find that for free amongst a stack of supplies in the east.) Once those Team Members are fully upgraded, bring in Eddie and equip him and Kelly with everything as well.

Check your Pachycephalosaur's progress on chewing through the trees in the north end of the map. If he's finished with a tree, have him start on the next until there's a small path that you and your team can fit through, but a Jeep can not.



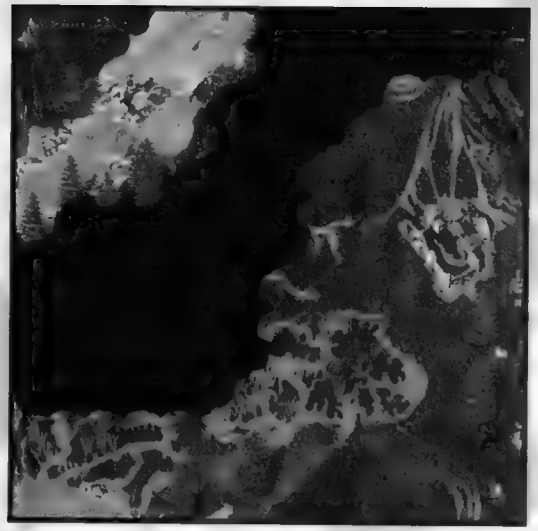
It's time to explore the lower-right quadrant of the map. Get Eddie, Ian, Nick, Sarah, and your Pachycephalosaur all at once by clicking and dragging a box around them all. (Be sure not to include your Compys or the Dilophosaurus!) Take your team and cross the bridge, heading into and exploring the southwest, south, and southeast areas of the map.

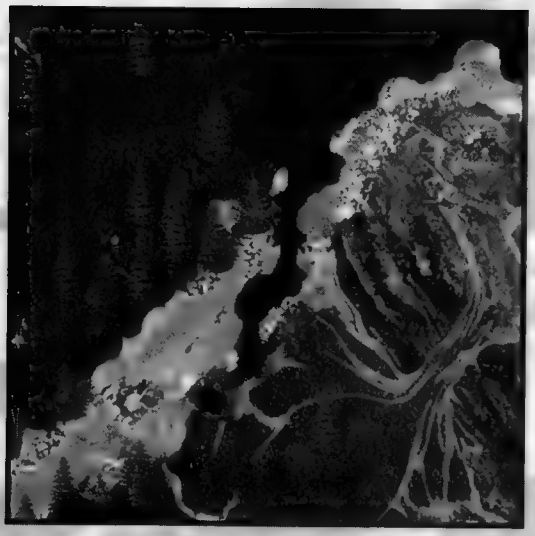




In the extreme southeast corner of this area you'll find a dinosaur nest. Have one of your Explorers take it back to the Base Camp and start heading north.

Moving north along the east border, you'll come across ruins containing more supplies. Get your team on the case collecting those crates! You will be prompted to upgrade one of your Explorer's Carrying abilities.

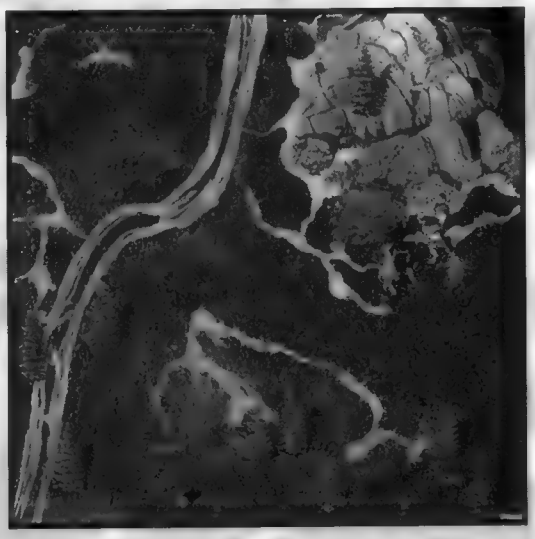


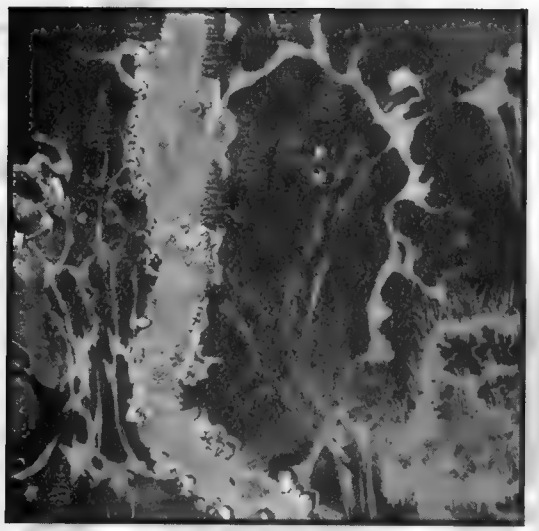


Just north of these supplies, you'll find another Dilophosaurus guarding its nest. Send in the Pachycephalosaurus to take care of the Dilophosaurus, then have your team carry the eggs back to Base Camp.

Return to the bridge that you repaired a while ago. Bring the Pachycephalosaurus and all of the Explorers except Kelly. Move slightly northeast to the next bridge and cross over into Hunter territory. Stick close to the bridge and have all of your team attack as a group on each individual Hunter who dares to approach. With four humans and a tough dinosaur attacking all at once, the Hunter's won't get a chance to do much damage.

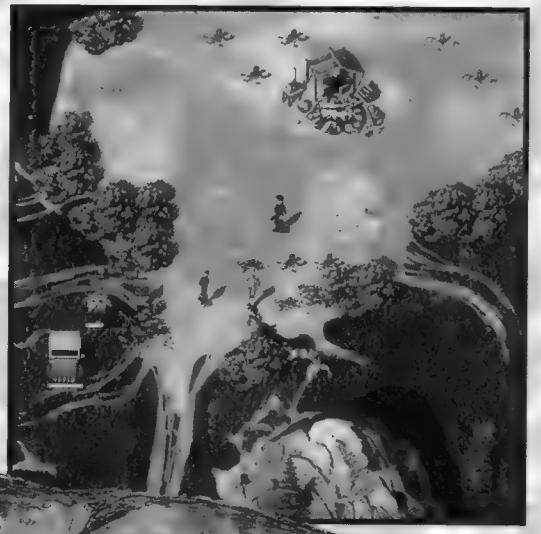
When you have all of the straggler Hunters out of the way, move as a group EAST, not north! When you reach the eastern border, move carefully straight up north and stop behind the mountain. You're looking for more individual Hunters. If they seem to wander, use Sarah to get the Hunter's attention, then lead the Hunter behind the mountain. Quickly select your entire team and kick that Hunter's behind! Repeat until you can't find anymore wandering Hunters, then creep forward, to the right of the mountain, north along the east border.

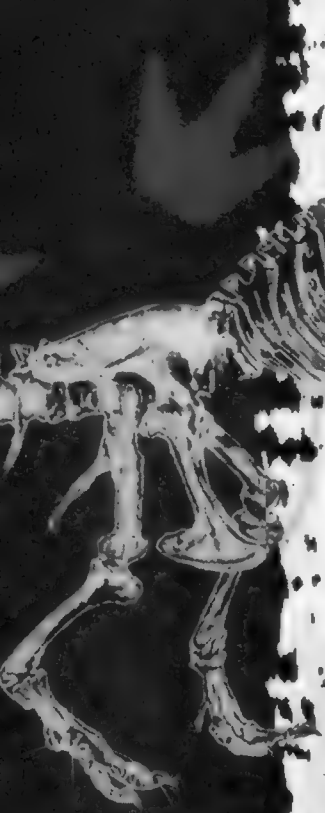




Have Kelly cross the repaired bridge and walk along the river to the north, keeping an eye out for any renegade Hunters or Jeeps. (It should be safe by now, but be careful just in case!) There's a stack of supplies that she can begin collecting near the north end of the map, right next to the river.

Move the Team slightly north and you'll see the Hunter Base Camp. Rip it to shreds! All that's left is to attack any remaining Hunters to the left, and finally, all remaining Jeeps.





MISSION 5

OBJECTIVE

Herd at least five Paras to the lake.

Enemies:

Hunters
Jeeps
Dilophosaurs
Pachycephalosaurs
Compys
Stegosaurs

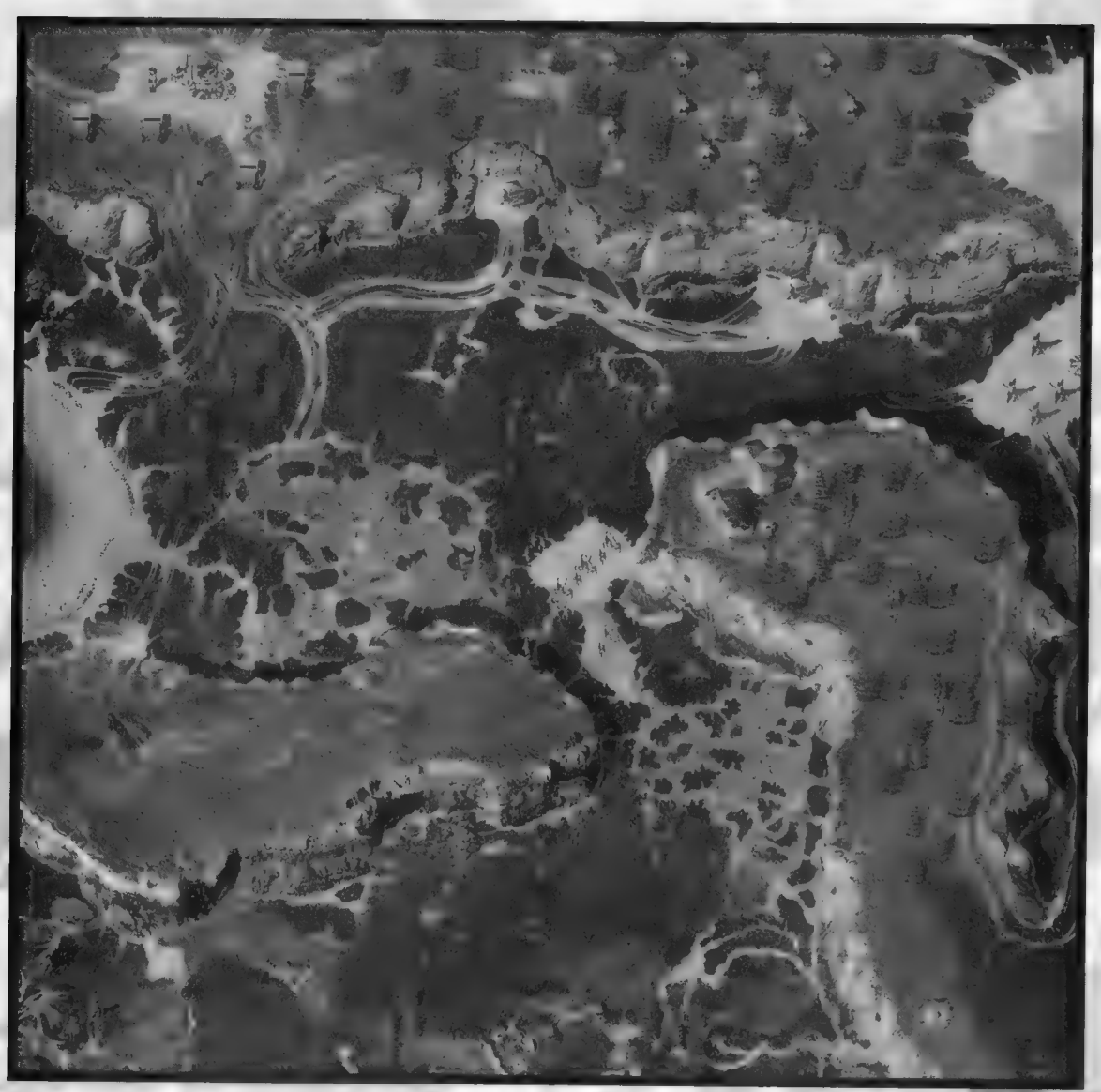
Eggs: 13

IAN'S NOTES

We finally got through to Hammond. He refuses to take us off the island until we safeguard the dinosaurs and their habitat. Great! Who's gonna' safeguard us? Can't help feeling that this has more to do with saving John Hammond's reputation than saving these rare species. On the other hand, I can't deny that we're needed here. The Hunters have cut off a herd of Parasaurolophuses from their water supply and nesting grounds. If we don't find a way to move them out of harm's way, they'll die.

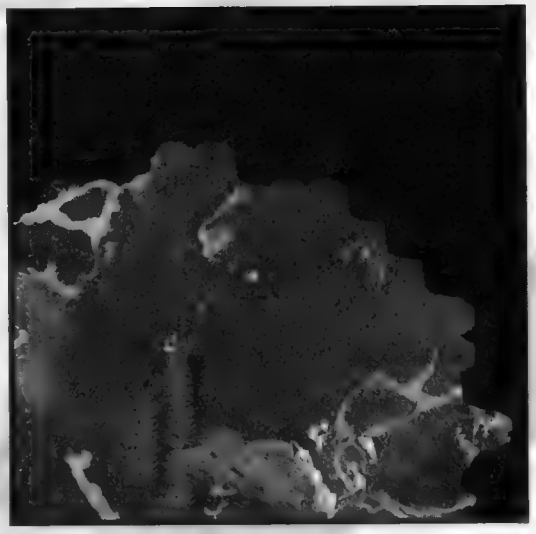
RECOMMENDED CHARACTER TO PLAY WITH:
Sarah

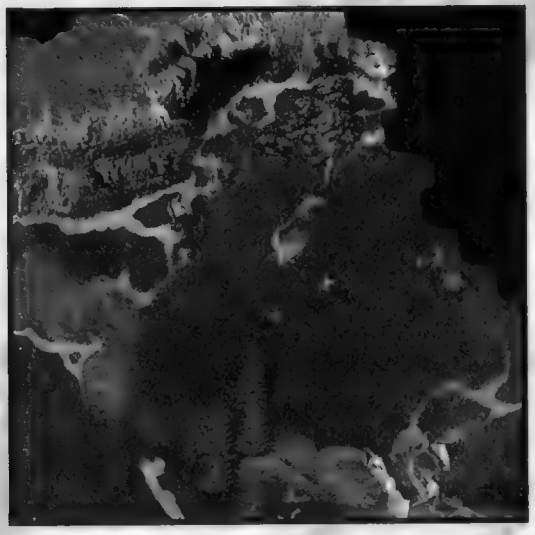
MISSION MAP



WALKTHROUGH

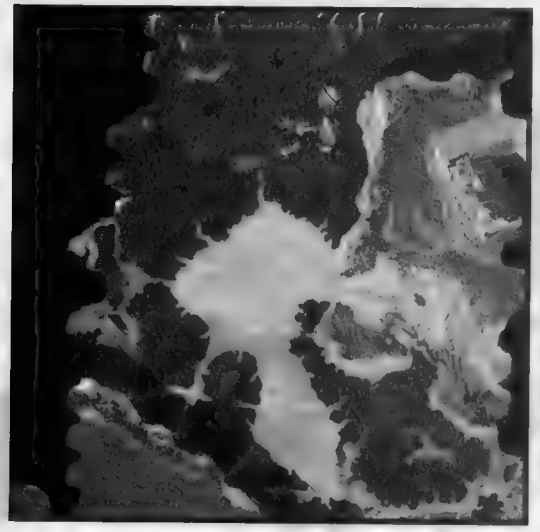
You begin this level with two faithful Dilophosaurus guards. Have Sarah build the Base Camp just behind and between the two Dilophosaurs. Then, travel to the ruins that are slightly to the southeast and begin collecting supplies. As soon as you've collected enough supplies, bring in Nick to help with the rest.

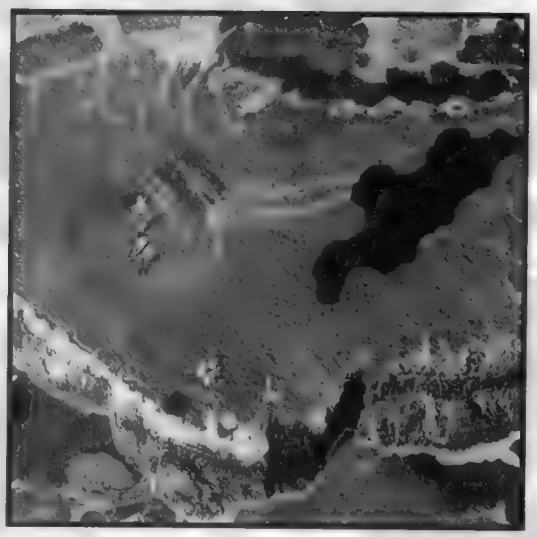




Take your two person team and travel along the cliffs above you to the right. Don't head south just yet—you want to avoid the small group of nest-protecting Pachycephalosaurs for now.

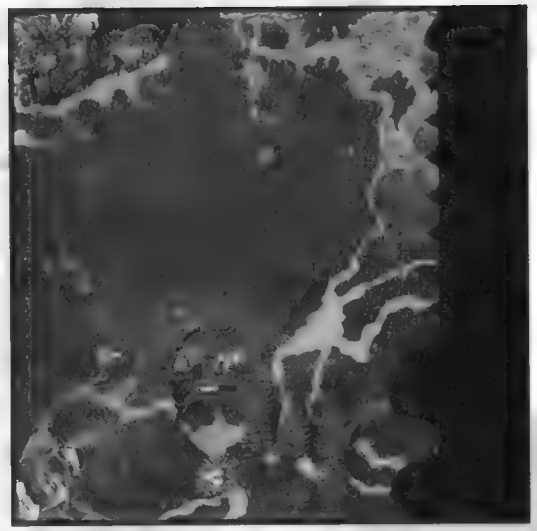
You'll come to a canyon opening to the north that's virtually filled with Compys. Clear 'em all out! A fun way to do this is to get one of the Pachycephalosaurs from the nest below to follow you, then run straight into the herd of Compys and get outta' the way! You'll notice several small green structures in the cliffs to the north. These are High Hides. Your team members can use them to get high above the dinosaurs and out of danger, if necessary.

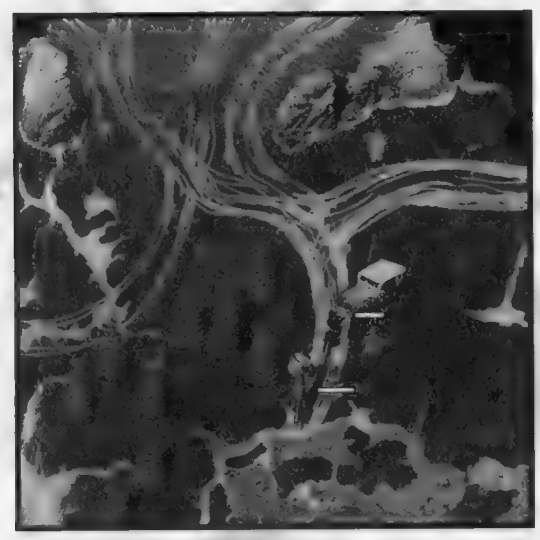




When the coast is clear (of Pachycephalosaurs and Compys), turn left and walk west until you reach the lake. Travel just a bit to the south and you'll find a stack of supplies on the cliff above your Base Camp. This stack of supplies is constantly being replenished, so you can collect enough supplies to bring in all of the Explorers and build a tent, an Artificial Nest, and a Tool Shed to upgrade your Base Camp to level 2. (Once again, it's a good idea to bring Kelly in just to keep retrieving these supplies as they're dropped by the cargo plane.) It would also be helpful to hatch a Pachycephalosaurus, as it would be a great help in taking on a few Hunter Jeeps and Dilophosaurs.

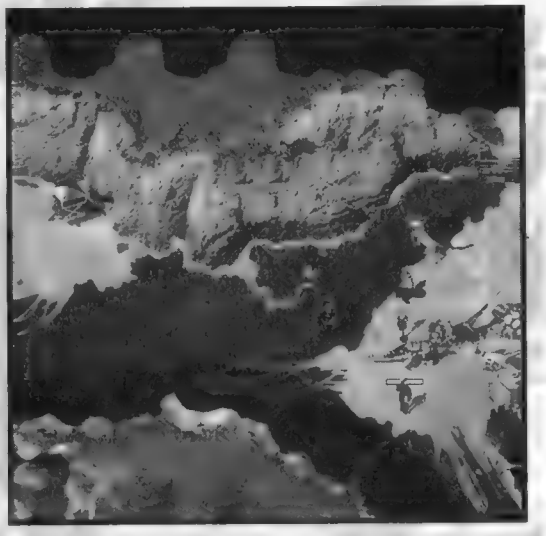
Take the entire team close to the Pachycephalosaurs nest next to the Base Camp. Use one Explorer to get the attention of one of the Pachycephalosaurs, then lead it over to the rest of your team. Defeat each of the three Pachycephalosaurs and collect the eggs from the nest.



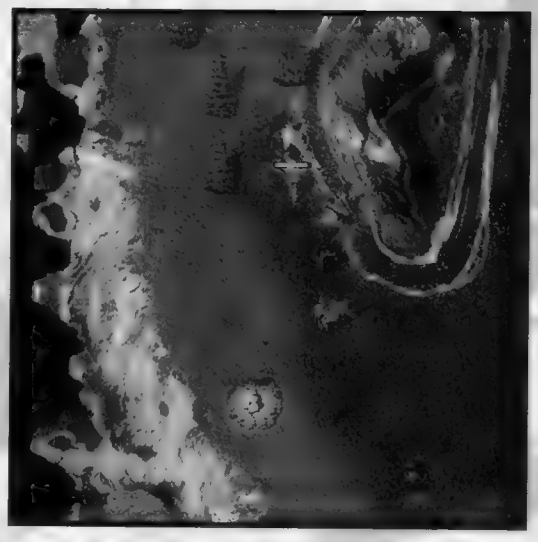


Just north of the cliffside supplies you'll find several Hunters and Jeeps. Don't walk in on the entire group or you'll get attacked all at once. Instead, have your team wait just south of the Hunter Base Camp. Have one of your team members walk toward the camp and get the attention of one Jeep or one Hunter. Then, lead the Jeep or Hunter back toward your team and have them all attack the Jeep/Hunter at once. Repeat this step until the Base Camp is deserted—and you are free to attack the Camp itself.

Now you must work your way over to the area to the east, back to the area with the High Hides. Your next task is to take care of that menacing group of Dilophosaurs to the right. If you've hatched a Pachycephalosaurus, this is a really good time to bring him into the team. Use all of your team members to take on each of the Dilophosaurs, one or two at a time. When the area is clear, collect the eggs from the nest.



From the Dilophosaurus nest, head south and carefully to the west to find the Stegosaurus nest. The only safe way to defeat a Stegosaurus is with your whole group, all at once. A Stegosaurus will turn its back to the group and attack with its tail. Pay very close attention to any team member next to the Stegosaurus's tail and be ready to pull an injured member out of the melee ASAP. Just be patient and don't try to rush through all three Stegosaurs. Let your team members heal in the tents and the Pachycephalosaurus eat a few trees before taking on each Stegosaurus. When the area is safe, collect the Stegosaurus eggs and the supplies just north of the nest next to the building.



Finally, destroy the red gate next to the Dilophosaurus nest and herd the Parasaurolophuses west toward the river.

MISSION 6

OBJECTIVE

Rescue the baby T-Rex and return him to the Base Camp.

Release all of the captured dinosaurs.

Enemies:

Hunters
Triceratops
Pachycephalosaurus
Compys
Stegosaurus

Eggs: 5

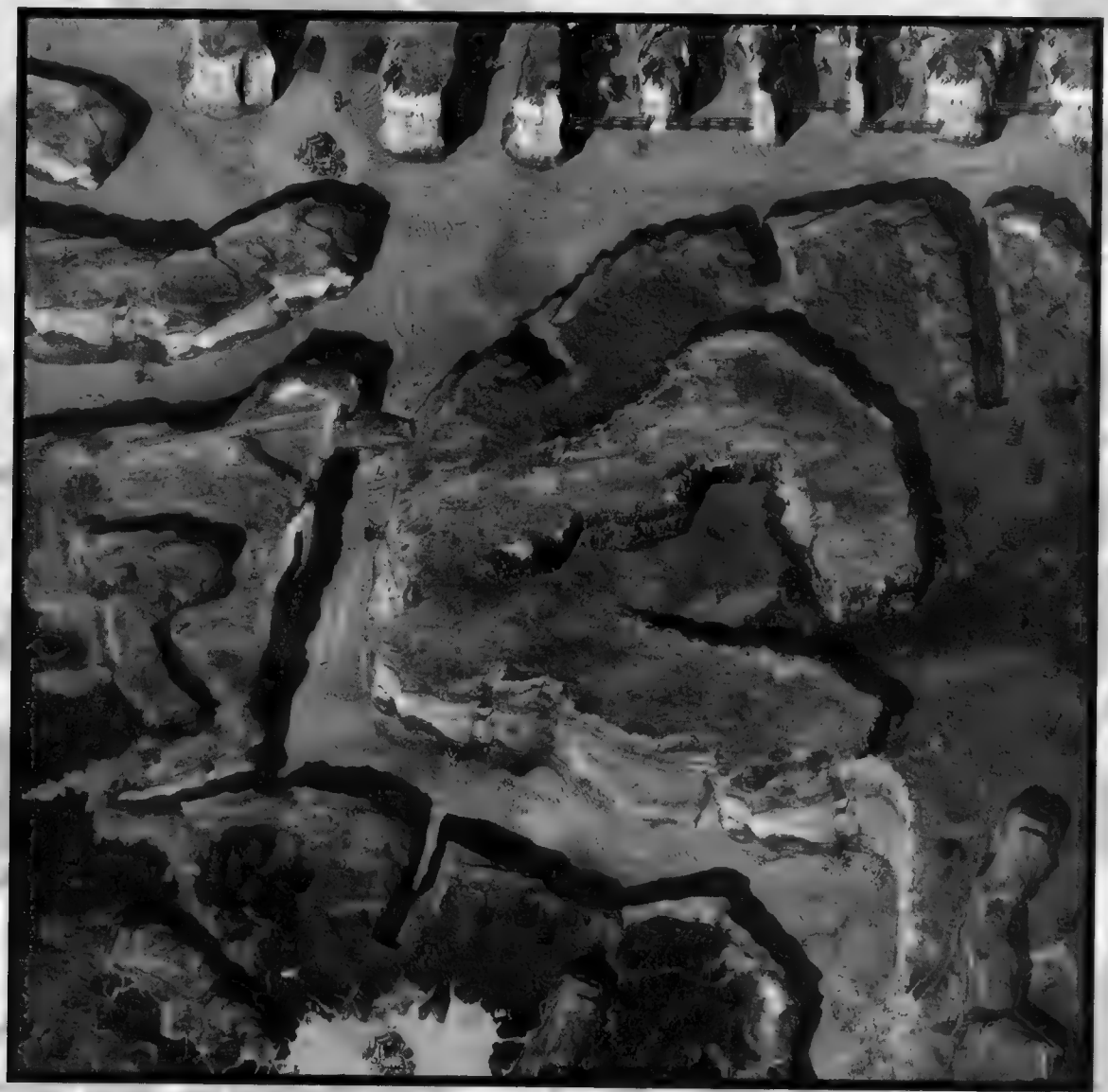
IAN'S NOTES

The Hunters have caught a baby T-Rex and are using it to lure the adult female into captivity. They also have several other species caged close by. I still can't believe they're foolish enough to attempt taking live dinosaurs off this island! Predictably, it wasn't long before Sarah came up with the misguided idea to sneak into the Hunter's camp and not only rescue the young T-Rex, but release all of the other dinosaurs as well! I told her she was crazy, but I was out-voted! Having a headstrong scientist as a girlfriend can have its drawbacks.

RECOMMENDED CHARACTER TO PLAY WITH:

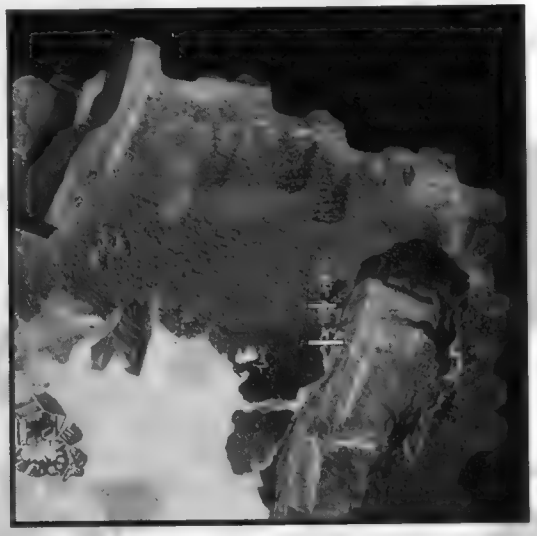
Sarah. If you've upgraded Sarah with a long-range gun, her speed and long-distance firepower make her the perfect character for this one-person mission. If you haven't upgraded Sarah's gun, use another team member who has been upgraded.

MISSION MAP

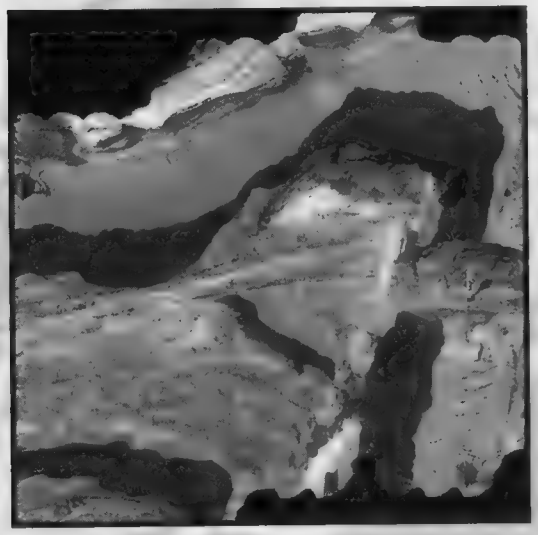


WALKTHROUGH

Hey look! Your Base Camp is well protected by Compys and Fire Barriers. Unfortunately, there won't be but two, that's right, two, supplies in this whole area. You're on your own, kid! The first thing you'll want to do is get the jump on the Hunters who are sneaking up on you. Walk slightly to the right and defeat that Hunter, then head to the lower-left of your camp, where you'll find two more. Now, onto business...

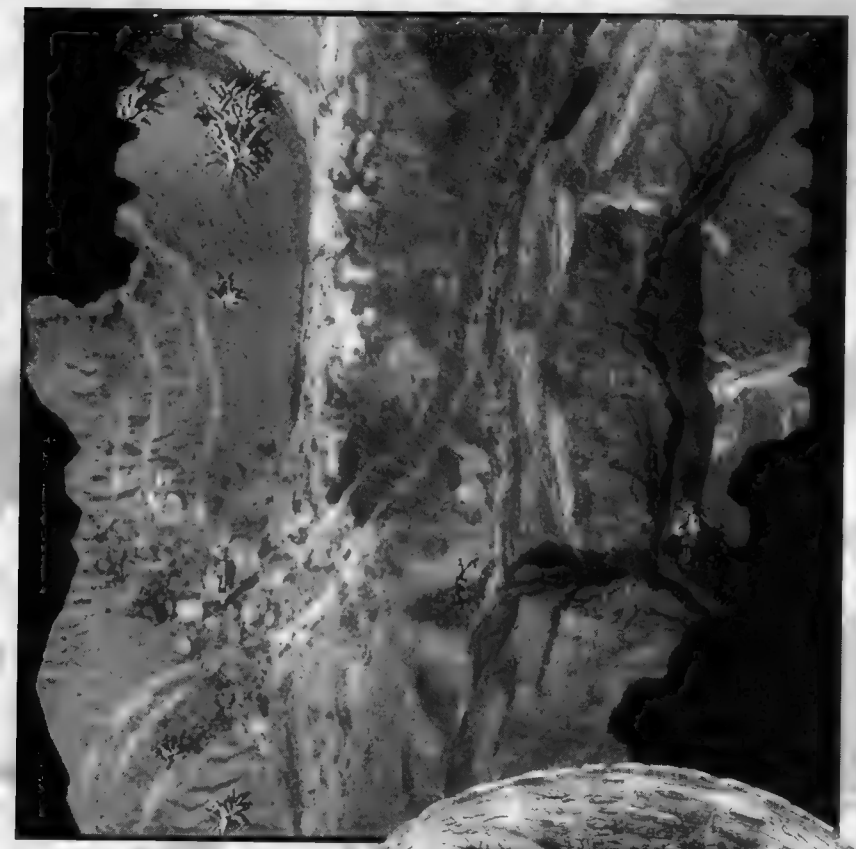


Travel all the way to the western border and then north. You won't run into very much just yet, so don't worry about having to go slow. Stop when you come to a set of explosives in the canyon below. (You should be standing on the west border.)

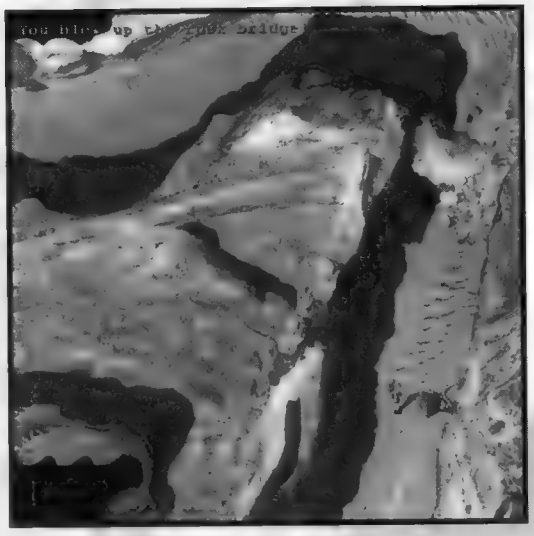


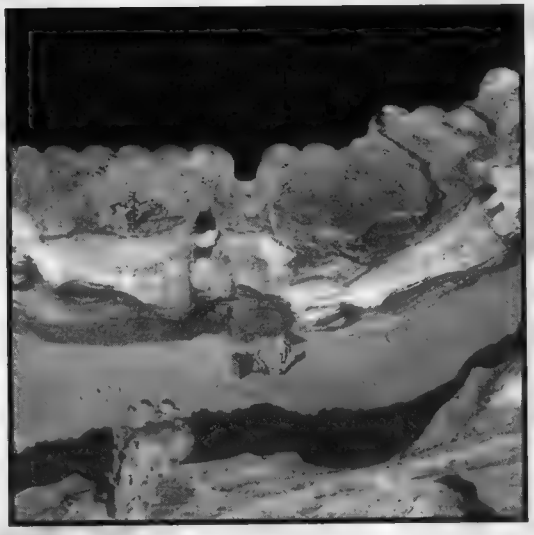
Walk across the rock bridge slightly to the east and you'll see a second explosive. You'll need to get down onto the canyon floor to use both explosives.

Walk diagonally down to the southeast corner, taking out straggler Hunters as you go. Try to have your Explorer attack from afar every chance you get to reduce your chances of being hit with return fire. The path leading into the canyon is in the extreme southeast corner, right next to a Hunter.



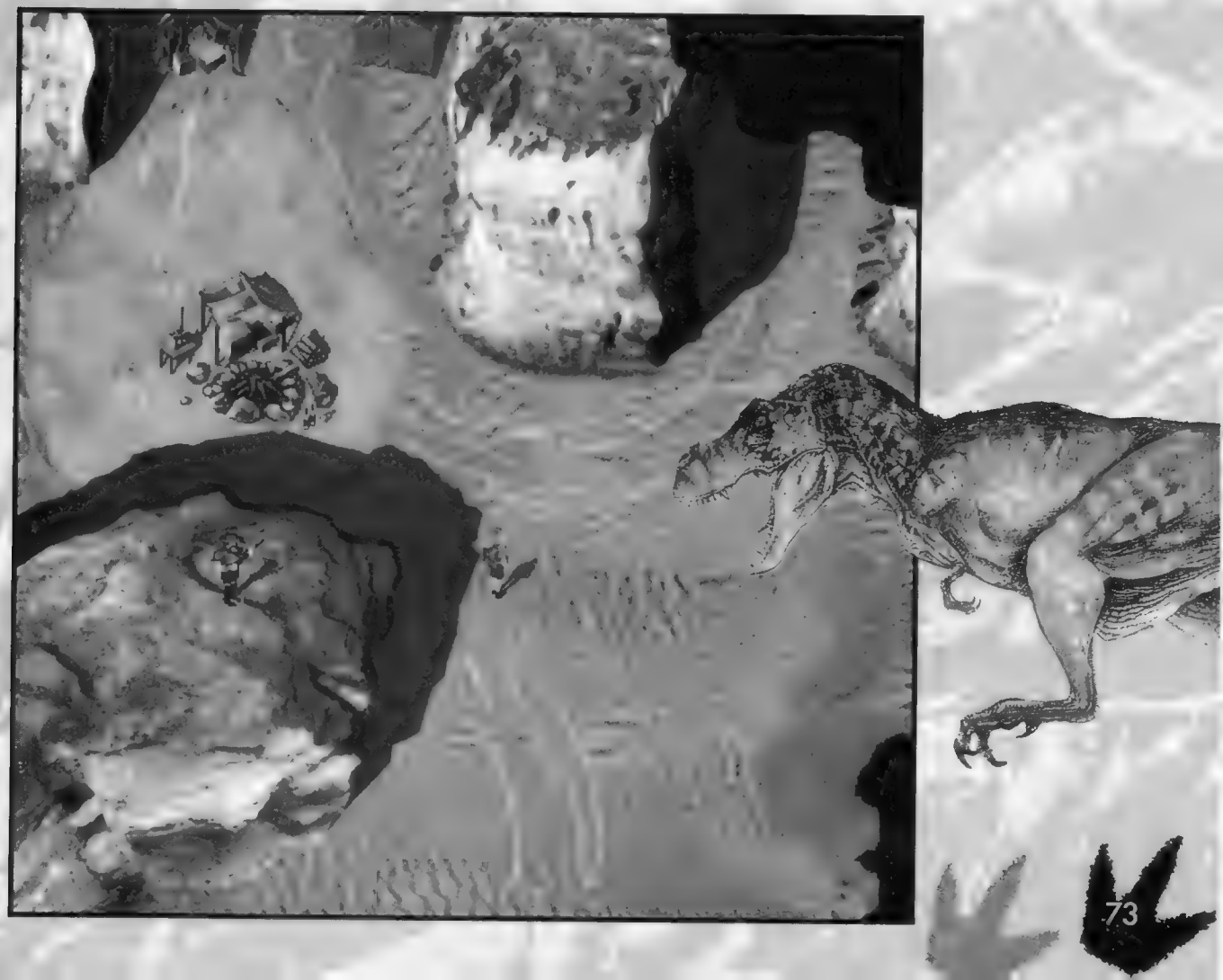
The canyon itself is empty, so follow it northwest to the first explosive. If you see a Hunter on the cliff above you, get under the cliff and select the Hunter to fire at him. More often than not, your Explorer will be able to reach him and not ever see any return fire. Set off the explosive to clear a path further northwest to the next explosive.



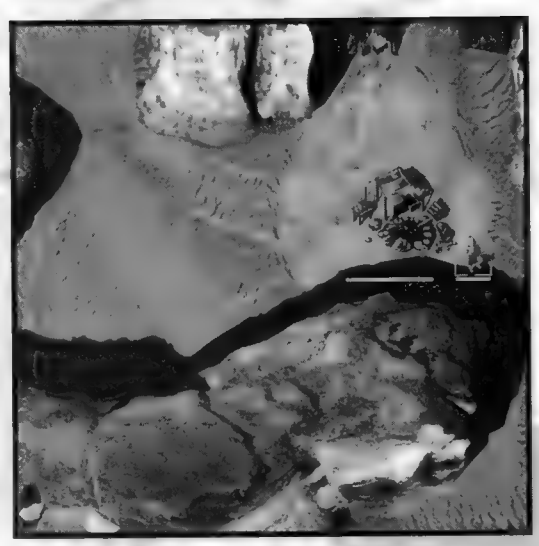


Set this next explosive to get easy access to the cliffs above. Now it's time to take on the Hunter camp in the upper-left corner of the map.

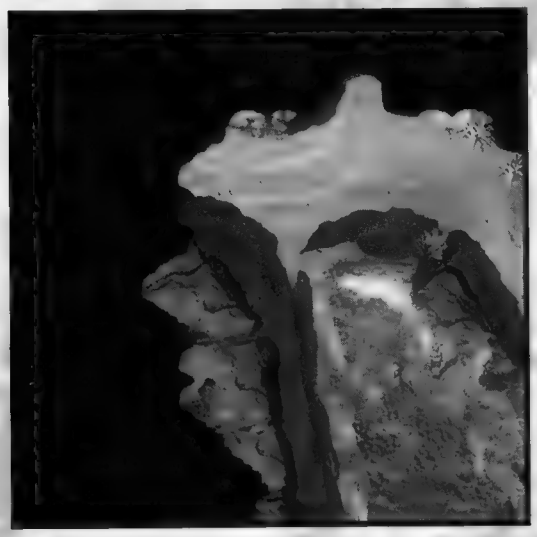
Take a few steps around the cliff... just enough to get the attention of one, possibly two Hunters. When you're sure they're following you, run back to the left and up the path onto the cliff. Then run slightly to the right and out on the edge of the cliff overlooking the approaching Hunters. Wait for them to get close enough, then fire from above! If your Explorer begins to walk back toward the path to attack the Hunter, just click back on the same spot on the cliff to get the explorer to return. You just have to wait for the Hunter(s) to get closer. Most of the time, when they're right in front of you down in the canyon but are only about four or five character-widths away, they're in range. Once you've eliminated the first one or two hunters, lure one or two more out and use the same trick. You'll have to repeat this procedure several times, because the enclave straight ahead contains at least four Hunters, who are waiting right next to the left-most dinosaur cage.



Once that alcove is Hunter-clear, move slowly into the upper-left corner and take out the tents and Hunter Base Camp. In the extreme upper-left corner is one box of supplies. It will upgrade your Explorer's Carrying Capacity.

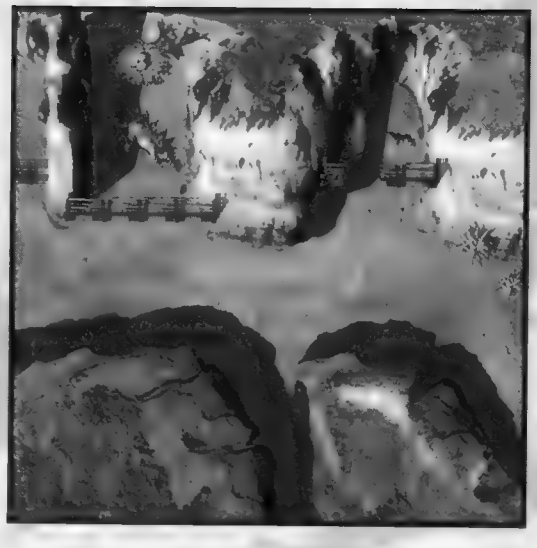


Return to the southeast corner of the area and move north across the cliffs, defeating any lone Hunters you run across. The only thing of note up here is in the northeast corner, overlooking the Baby T-Rex pen. You'll find a Hunter guarding a single box of supplies. Take him out and collect the supplies, which enable your Explorer to upgrade Vision. While you're there, walk to the edge of the cliff behind the Hunter and see if you can take out the Hunters guarding the Baby T-Rex pen below.

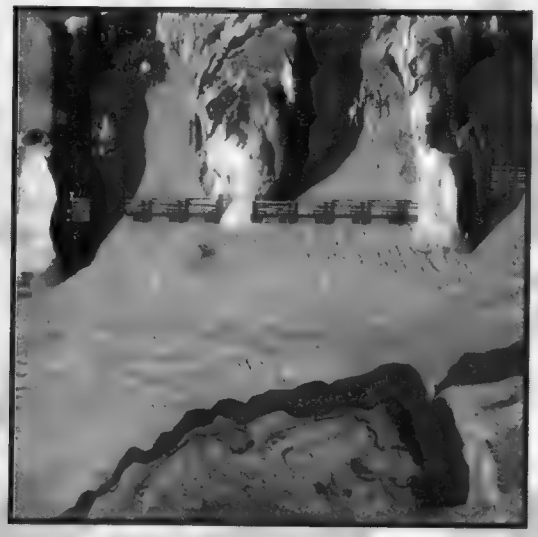


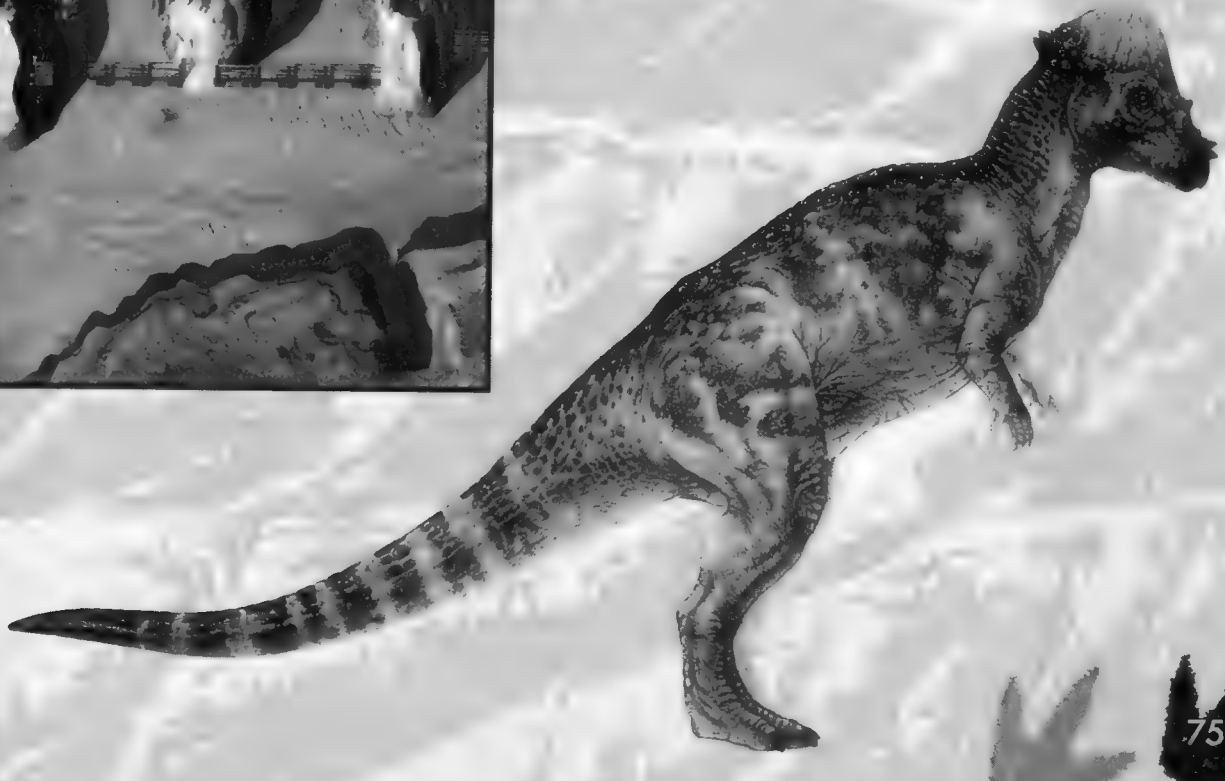
MISSION 6

The last thing you'll need to do is rescue the Baby T-Rex and set all of the dinosaurs free. First, go to the very last cage on the right, break the gate, pick up the Baby T-Rex, and take him back to the Base Camp.



Break open each of the dinosaur cages that contain eggs. Lead the dinosaurs inside the pen to the area where the Hunter camp used to be, then run up onto the cliffs where the dinosaurs can't pursue. Retrieve the eggs from the cages, then let the rest of the dinosaurs out.





MISSION 7

OBJECTIVE

Return the baby T-Rex to its nest.

Release the mother T-Rex.

Enemies:

Hunters
Hunter Jeeps
Snaggers
Compys
Triceratops
Raptors

Eggs: 7

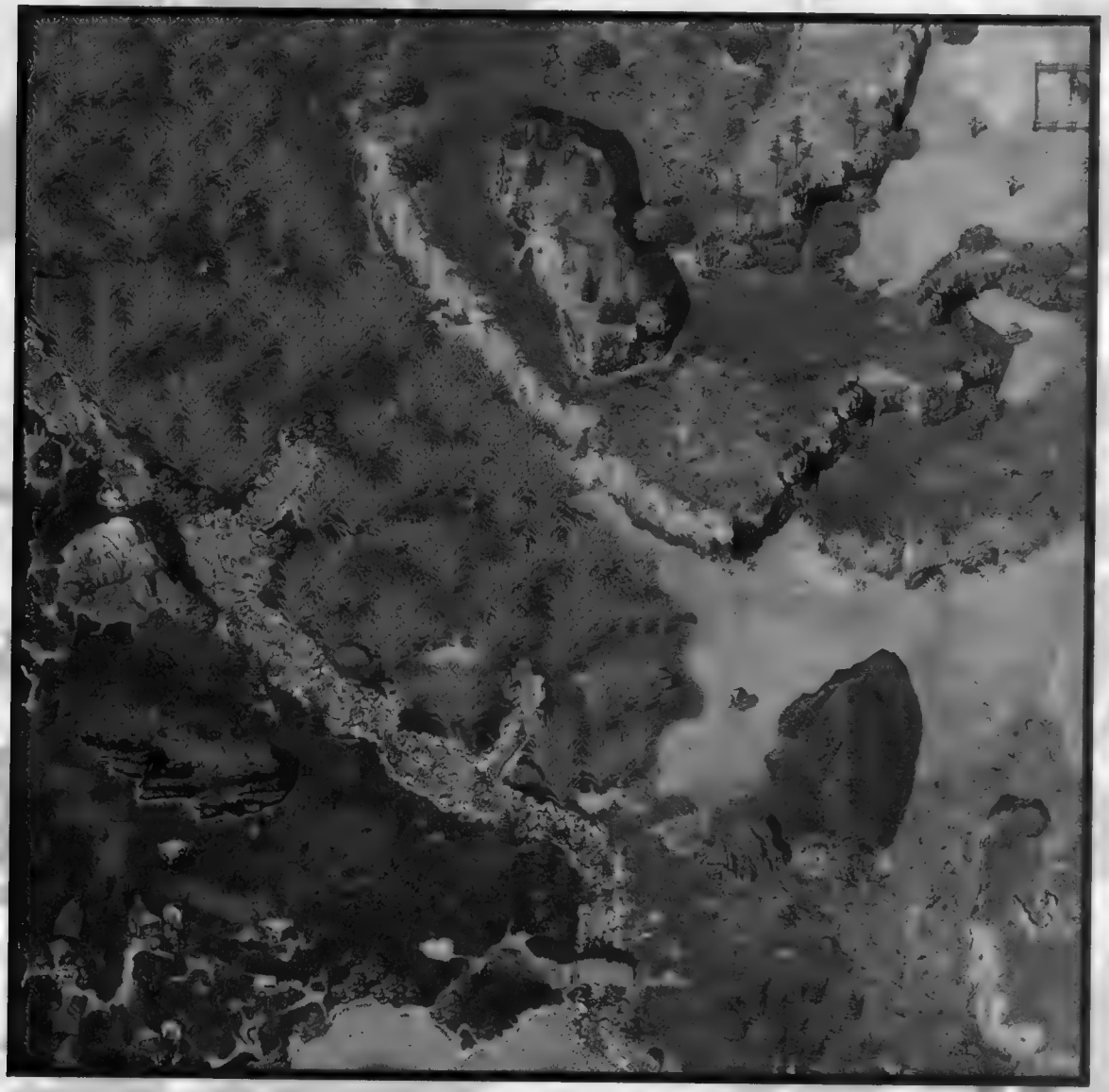
IAN'S NOTES

Our covert operation was a success! I must say that I'm proud of our modest little team. Here we are with only a few supplies and whatever we can steal from the Hunters, and we're really giving them a run for their money! We now have a very young T-Rex on our hands. The hunters, however, were able to snag its mother and they have it confined somewhere very close to the empty nest. The only thing we need to do now is reunite the two without getting killed. As Nick would put it, "No sweat." Something disturbs me though. Nick and Sarah found a mutilated Stegosaurus carcass. It seems we have a new problem: Raptors. Maybe it's time we found out how effective those High Hides really are.

RECOMMENDED CHARACTER TO PLAY WITH:
Sarah

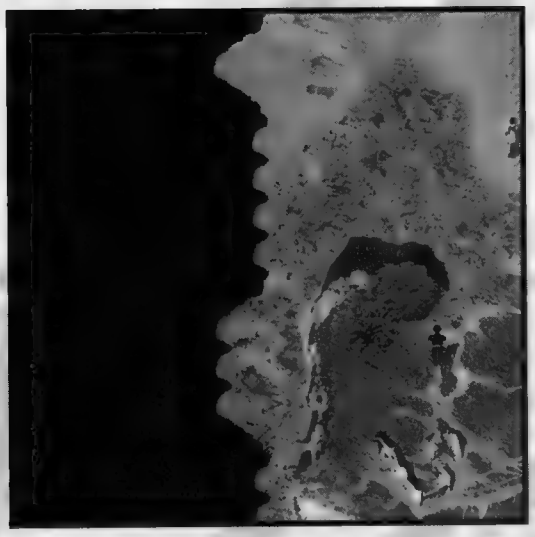
MISSION 2

MISSION MAP



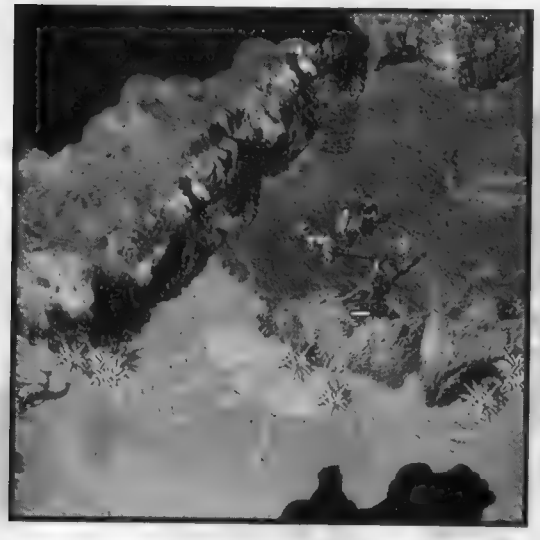
WALKTHROUGH

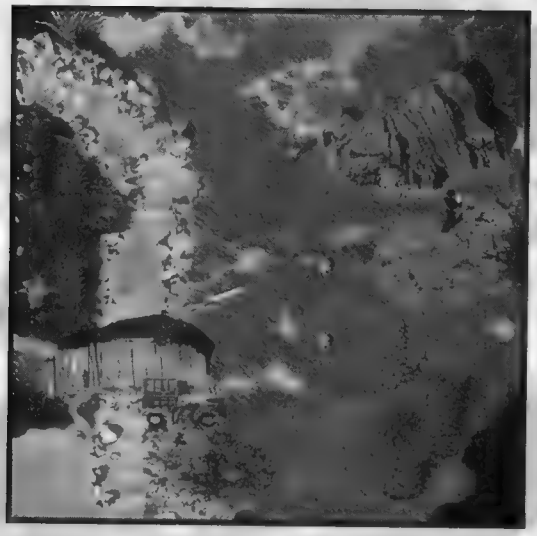
You begin this level with two trusty Pachycephalosaurs. Go ahead and build your Base Camp in the sandy alcove right behind them—it's a great safe spot and already has a stack of supplies for you. Set a Pachycephalosaurus to the south and the other to the west and you'll be well guarded. Also, use one of your Explorers with long-range firepower to defeat the Hunters on the cliff above who're guarding the mama T-Rex.



Walk directly south, shooting from a distance at any Hunters who may wander toward you. Collect the supplies stacked in the ruins (in the upper southeast corner of the map). Now, bring in two more strong explorers. You should probably have Ian, Sarah, and Nick.

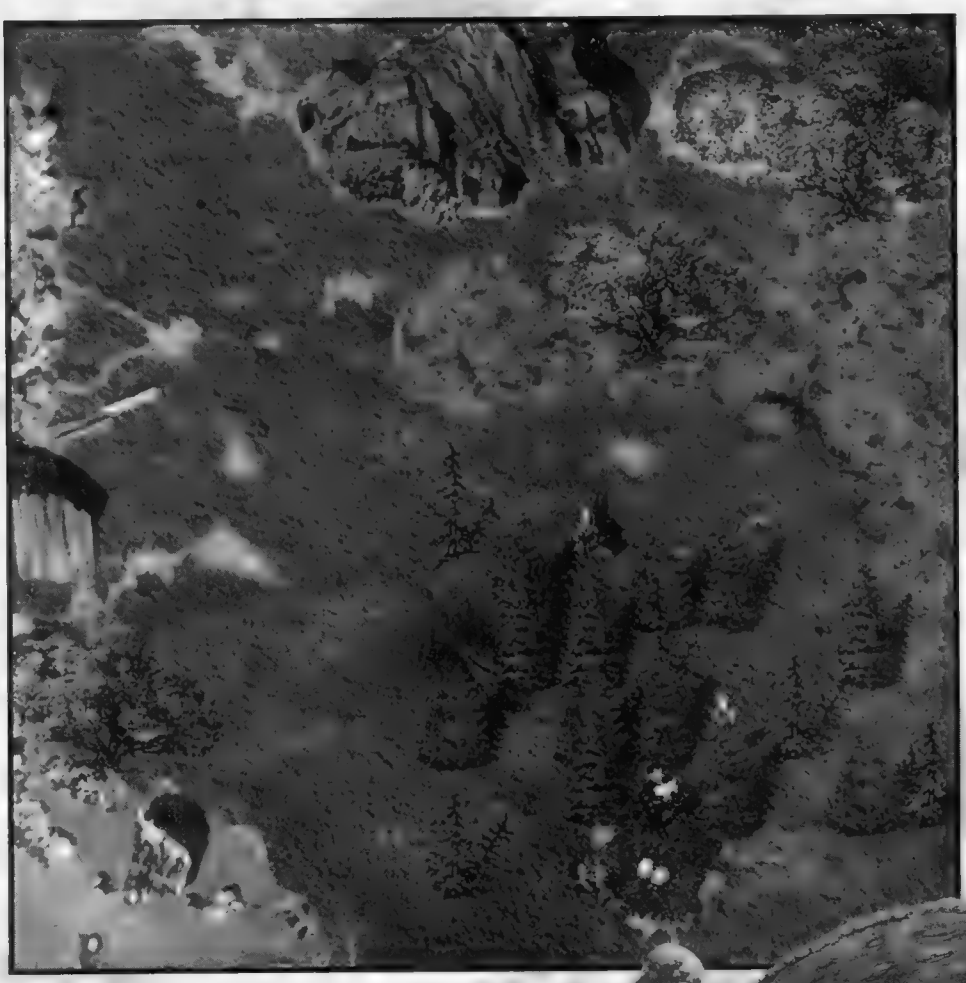
The grass to the left of the base camp contains several groups of Raptors. The Raptors like to hunt in packs, so approach with caution. The best way to fight them is to let a fast Explorer get a Raptor's attention, then run back to the group and attack all at once. Continue through the grass like this, weeding out the Raptors, and then the small packs of Compys on the hill to the right. The Raptors begin to reappear after a while, but not very quickly.



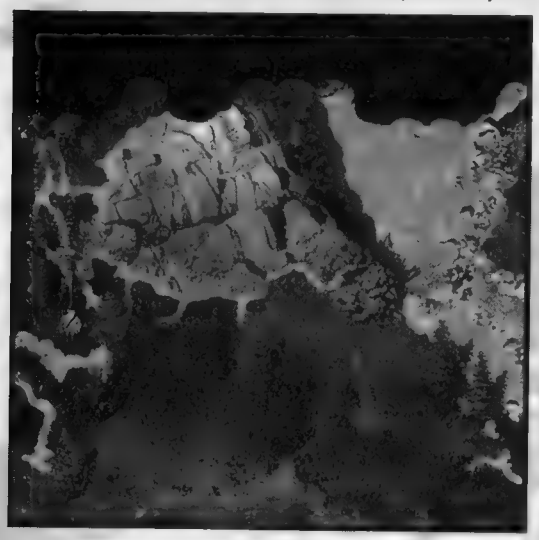


Head to the southwest until you come to the bridge. You'll probably see a stack of supplies and several Hunters traveling back and forth, carrying them back to the west. (If you encounter a Hunter in a Snagger, simply run down in front of the Triceratops in the corner. Lead the Triceratops back to attack the Hunter vehicle and you're home free.)

Bring the supplies and the eggs from the two nests back to your own Base Camp. In fact, you may want to bring Kelly in to do the retrieval so your can infiltrate the Hunter camp, and because the cargo plane will be dropping supplies in this area often.

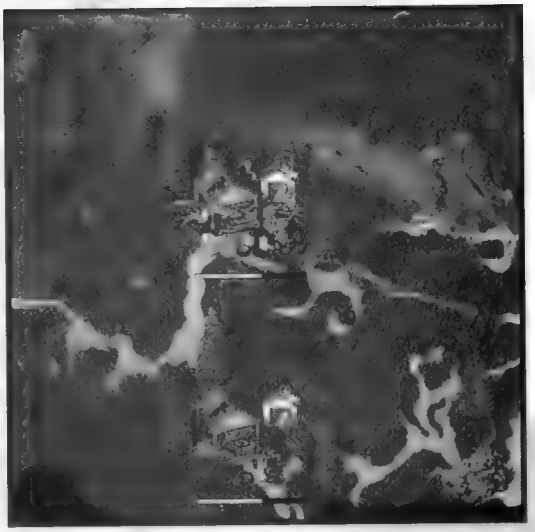


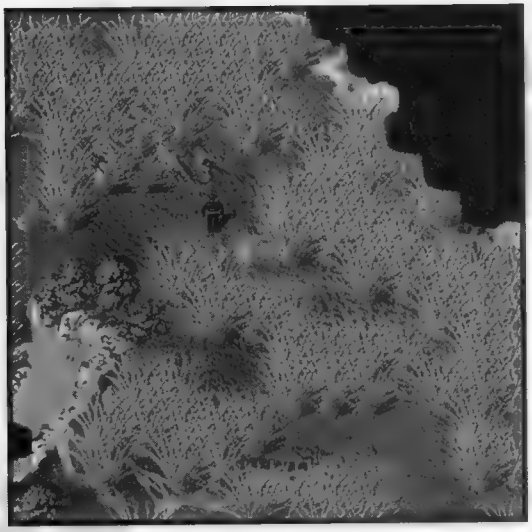
Summon one of your two Pachycephalosaurs and cross the bridge. Follow the river's edge northwest to avoid getting noticed by any Hunters. When you reach a group of trees with a nest just beyond, have your Pachycephalosaurus start eating the tree to clear a path. In the meantime, have your Explorers sneak carefully south along the western border just to scout the area. Don't let any Hunters see you! When the Pachycephalosaurus breaks through, collect the eggs.



Summon your other Pachycephalosaurus and assemble your whole team at the tree your Pachycephalosaurus ate through. Begin your infiltration of the Hunter Camp by having your whole team attack one tent, then one Jeep, and one by one, the other Jeeps. Stay behind the trees and just let the enemies come to you.

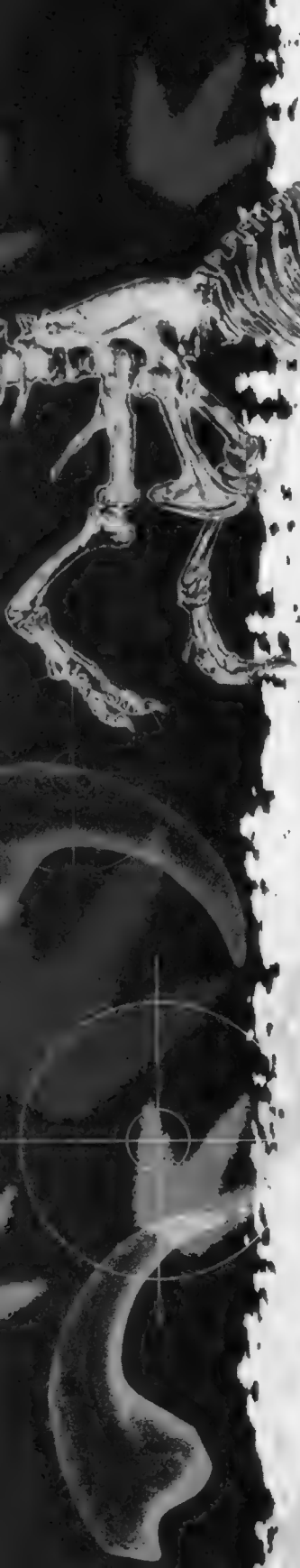
When none of the enemies are left, have half of your team attack one Jeep Garage and the other half of the team attack the other Snagger Garage. This prevents any more Jeeps and Snaggers from appearing. Finally, collect the remaining supplies and return to the Base Camp.





Have one Explorer pick up the Baby T-Rex and the rest of your group, including the Pachycephalosaurs, move forward through the grass to the northwest. Clear the area of any remaining Raptors so the Baby T-Rex can pass through unharmed.

When you reach the giant dinosaur bone nest, drop the Baby T-Rex off in it. Then stand back from the T-Rex cage and shoot the gate to let it out!



MISSION 8

OBJECTIVE

Build an electronic shed.

Get remaining team members to the service tunnel.

Enemies:

Hunters
Hunter Tanks
Pachycephalosaurs
Triceratops
Dilophosaurs
Raptors

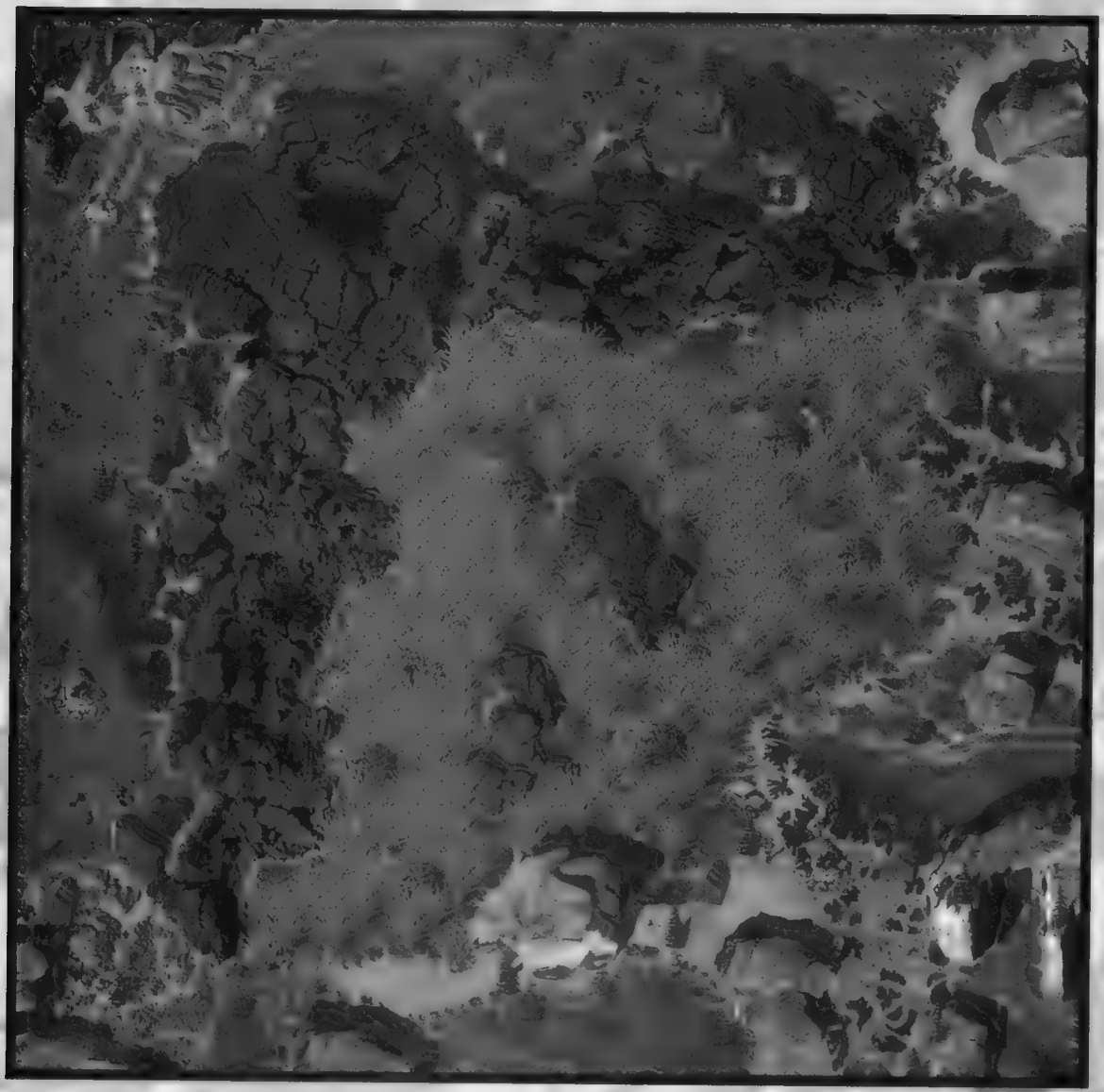
Eggs: 7

IAN'S NOTES

The Hunters blew up our transmitter last night. Luckily, nobody was hurt, but now there's no way for us to contact Hammond. I'm afraid our short-lived winning streak has come to a rather abrupt ending. And it's likely that things will continue to go south in a big hurry. Our only hope of sending an S.O.S. is to radio Hammond from the old Ingen facility. The original construction blueprints indicate a shortcut through the mountains to the north. If we can make it there alive.

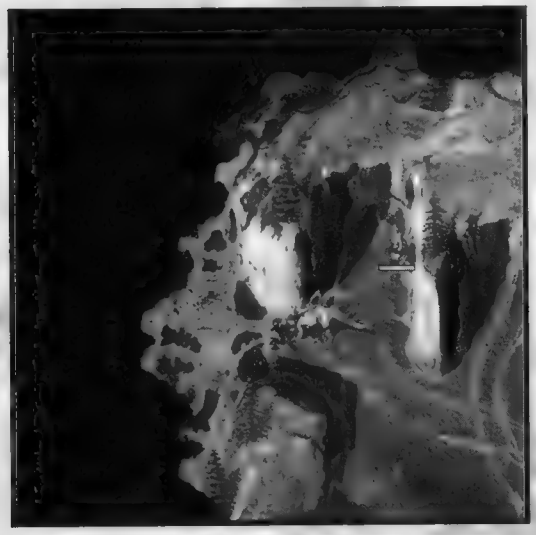
RECOMMENDED CHARACTER TO PLAY WITH:
Sarah

MISSION MAP

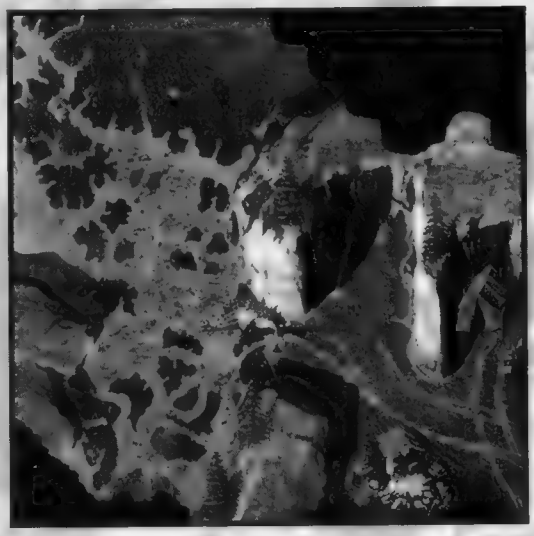


WALKTHROUGH

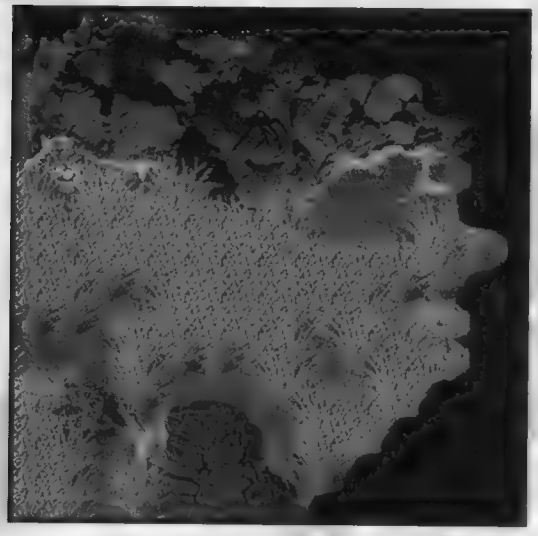
The beginning of this level can be a bit frustrating, whether you start with two weaker Explorers or one strong Explorer. You and your pet Stegosaurus are inside an alcove just next to a Hunter Camp. First, select both your Explorer and the Stegosaurus and move into the left U-shaped alcove above you. Stand behind the Stegosaurus so that it acts as a shield to whatever may walk in. When the first of several Hunters appears around the corner, attack with your firearm and the Stegosaurus. Repeat for the remaining Hunters.

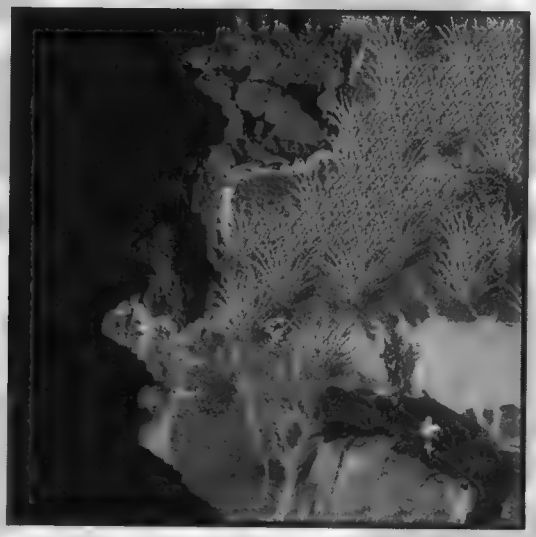


When the coast is clear, step just outside the alcove and tag-team with the Stegosaurus to destroy the Hunter Base Camp and tents. Then return to the alcove where you began and build your Base Camp. Build your tent in the U-shaped alcove to the right, where it and the Base Camp will be well protected. Once the Base Camp is built, you can collect the supplies from the remains of the Hunter Camp and upgrade your Explorer's defense.



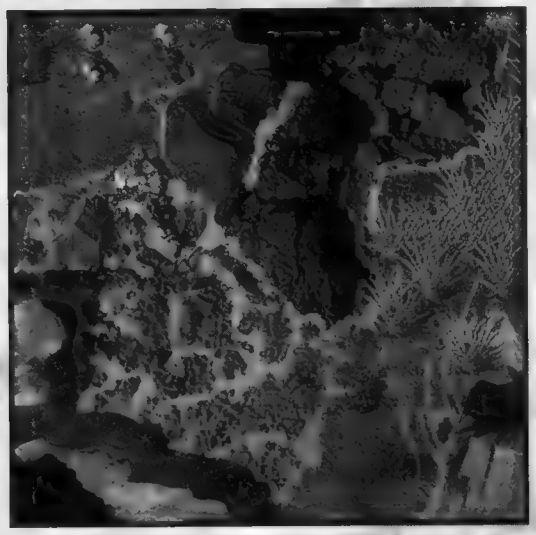
There are several dinosaurs in the grass just to the northeast. Once again, team up with the Stegosaurus and clear the dinosaurs out of the grass. Don't go north beyond the grass or you may get the attention of the Hunter Tank waiting there! Instead, collect the dinosaur eggs from the nest against the mountain, and snag the various supply crates hidden in the tall grass. (If you have a problem seeing them onscreen, use your map to point the way!)



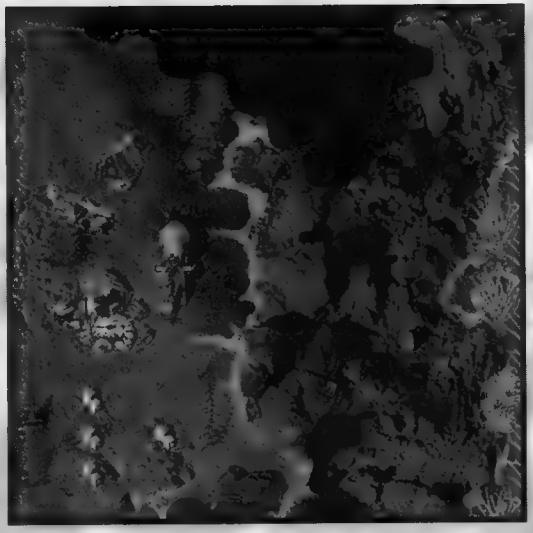


Travel across the southern border to the west, where you'll find a pile of supplies and possibly a Pachycephalosaurus. Let your Stegosaurus take on the Pachycephalosaurus while you collect supplies. Because there will be a lot more to carry back to the Base Camp, you should bring in another strong Explorer or two to help carry the supplies.

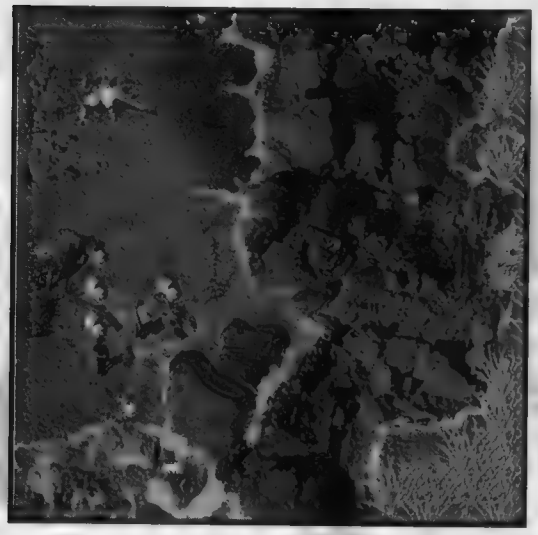
Back at the Base Camp, build an Artificial Nest and hatch a Triceratops. Then, have your Stegosaurus and Triceratops head to the west along the southern border into the next Hunter camp. When you reach the Hunter Tank, attack! The Stegosaurus isn't as powerful or as strong as the Triceratops, so keep an eye on his health meter and be ready to take either out of the melee at a moment's notice. Also, don't have any of your Explorers anywhere NEAR the tanks—they can destroy humans in one shot!

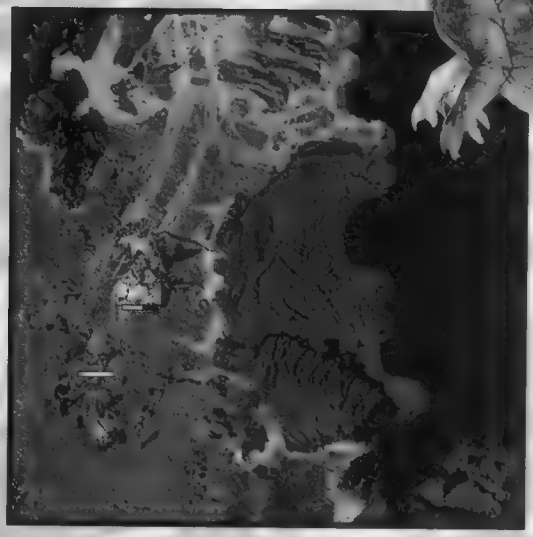


Once the Tank has blown to bits, let your Triceratops and Stegosaurus move over into the grassy area and eat some trees to restore health. When they're ready, have them return to the Hunter Camp and move a little bit north to take on the next Hunter Tank.



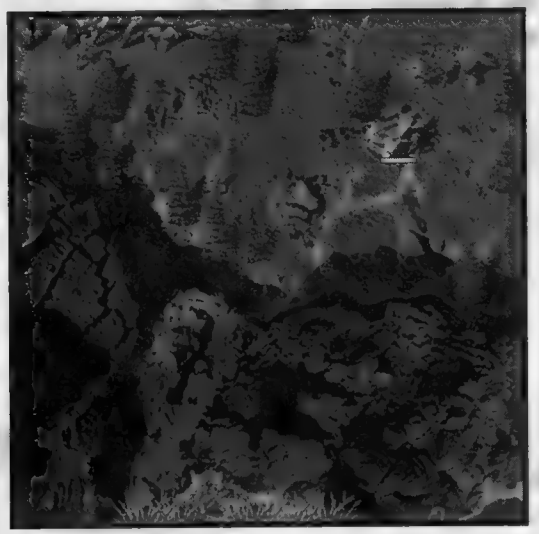
When the second Hunter Tank is rubble, have your Explorers cart all of those supplies just above the southwest corner back to the Base camp. The cargo plane will continuously drop supplies, so now might be a good time to build a Tool Shed, upgrade the Base Camp to Level 2, and then build an Electronics Shed. As you get more supplies, you can keep building tools and upgrading your whole team. (Don't forget to bring in the ENTIRE team, or not everyone will get a chance to be upgraded!)

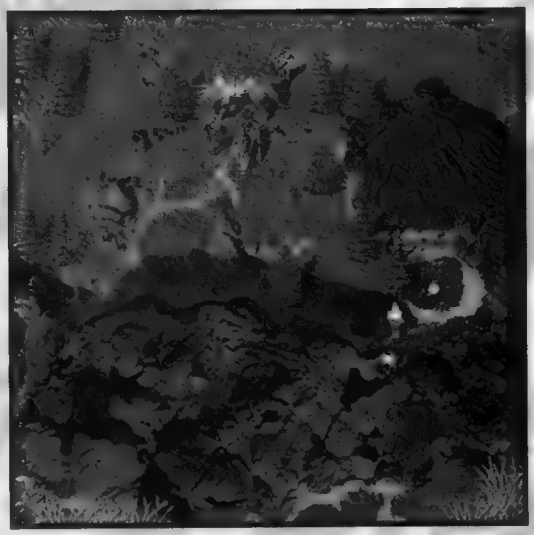




Return to the far west corner and travel north, making sure to wipe out any remnants of the Hunter Camp. There won't be any other enemies until you reach the northeast corner, where there's a tank. Keep your Explorers way back out of the way and have the healthy Stegosaurus and Triceratops take on the tank just to the right of the tunnel. This is the service tunnel, but you can't go through it just yet.

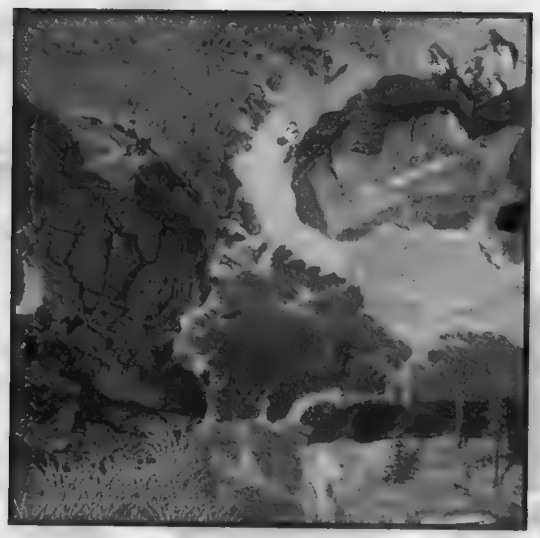
Have the whole team turn the corner and let the Stegosaurus and Triceratops eat trees for health. You should save the game now, because the next section isn't guaranteed to work every time. Take your fastest Explorer and walk over to the Triceratops guarding her nest to the right. Get her attention, and when you're sure she's following you, run straight across to the right toward the ruins. The idea is to not only lead the Triceratops away from her nest, but to lead her into attacking the last Hunter Tank below the ruins.





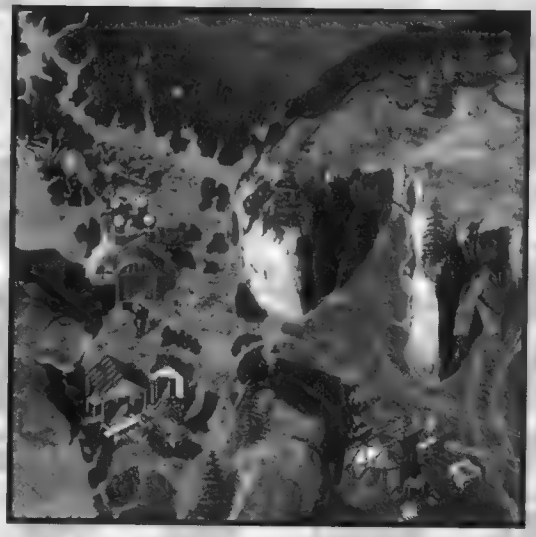
Once she's gone, you can have your other Explorers collect the eggs, but you can't trust your team members to not head straight toward the tank when they head back to the Base Camp. If the Triceratops chases you straight into the ruins, try to lead her towards the tank, being sure to stay out of its line of fire. If you can't seem to get this to happen, just wait for your Triceratops and Stegosaurus to reach full health and have them take out the Tank.

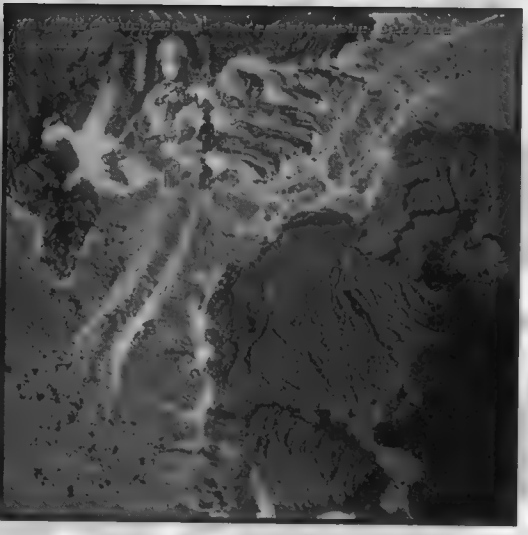
MISSION 8



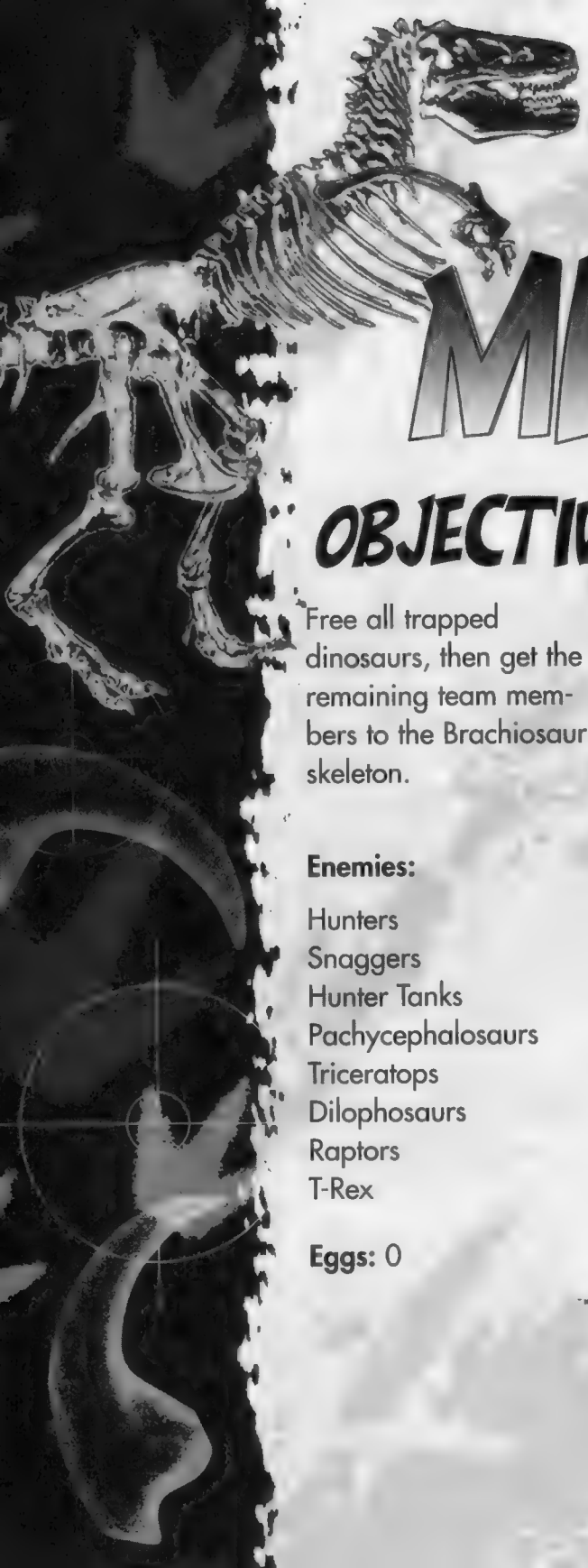
When the coast is clear, have your team collect the supplies in the ruins in the northeast corner. You are prompted to upgrade one of your team members' Carrying Capacity.

Build the Electronics Shed, if you haven't already. (To build the Electronics Shed, build the Tool Shed, upgrade your Base Camp to Level 2, then build the Electronics Shed.)





Take your whole team to the Service Tunnel in the northwest corner to end your mission.



MISSION 9

OBJECTIVE

Free all trapped dinosaurs, then get the remaining team members to the Brachiosaur skeleton.

Enemies:

Hunters
Snaggers
Hunter Tanks
Pachycephalosaurs
Triceratops
Dilophosaurs
Raptors
T-Rex

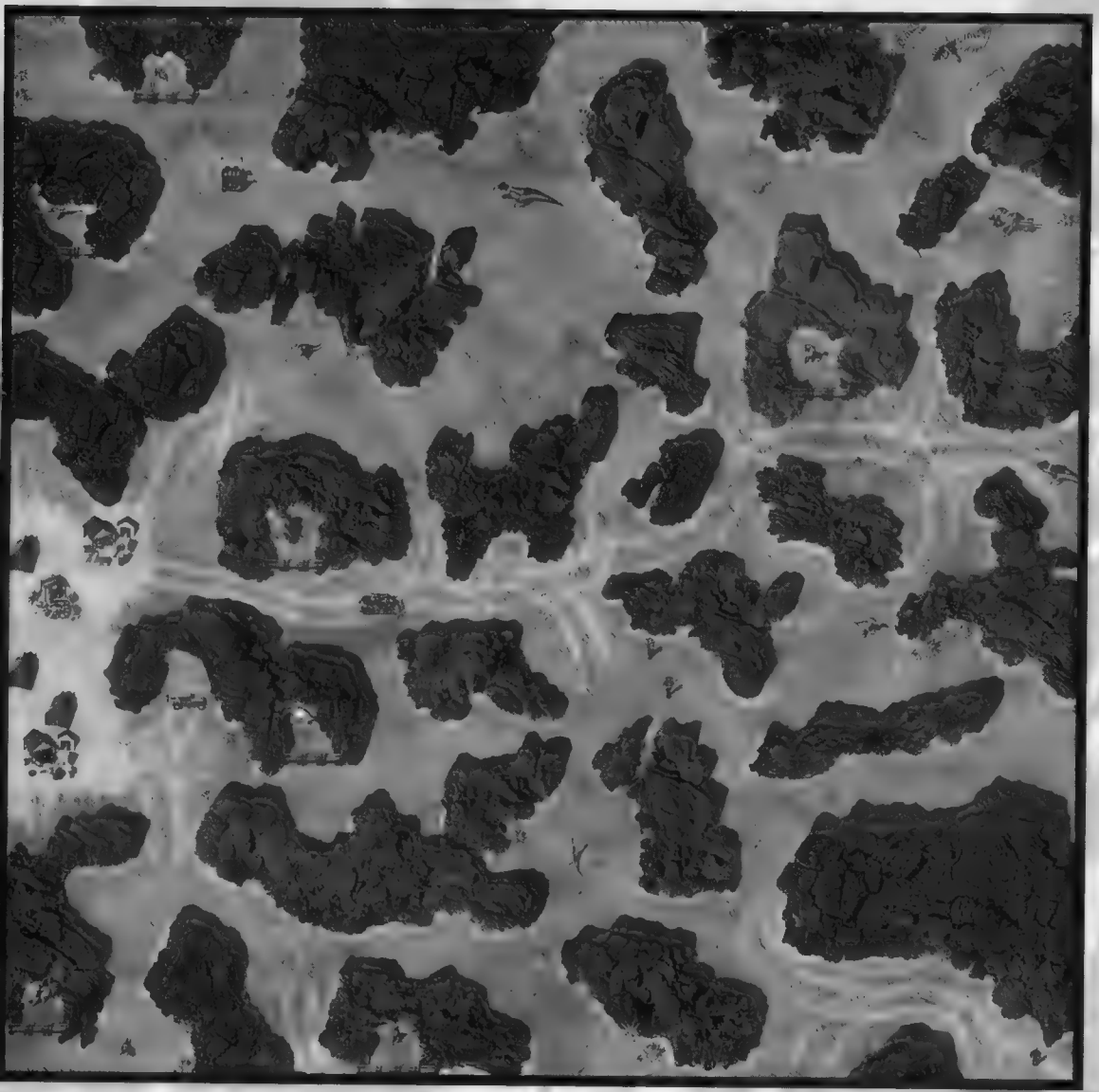
Eggs: 0

IAN'S NOTES

We continue our long trek across the island to reach the communications facility. Ahead of us lies a charming little region called the valley of Death. I hope it doesn't live up to its name. Nick and Sarah reported the Hunters have trapped a number of our dinosaurs and are holding them captive around the vicinity. We'll see about releasing them, but I think just getting to our destination will be a challenge.

RECOMMENDED CHARACTER TO PLAY WITH:
Sarah and Nick

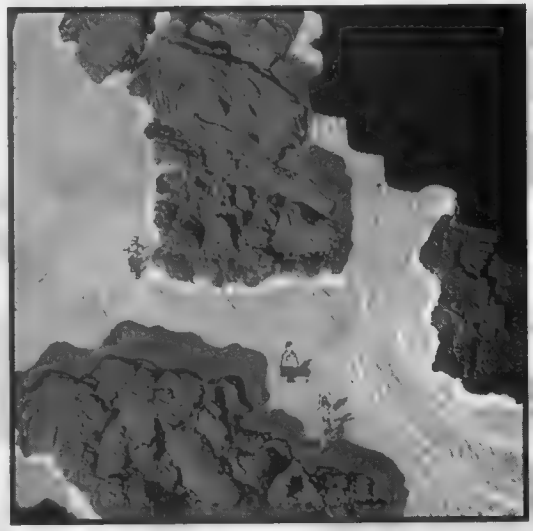
MISSION MAP



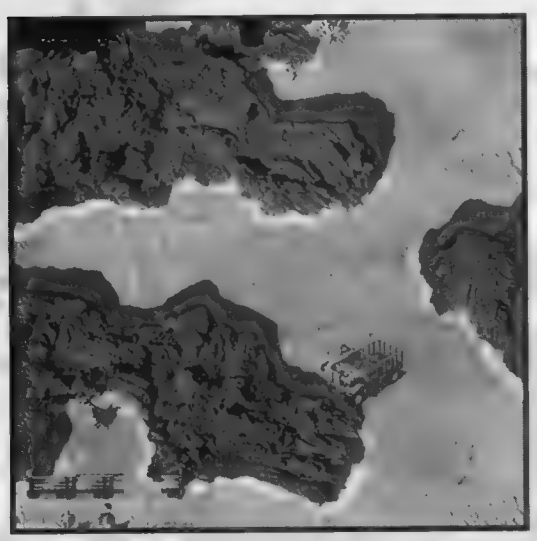
WALKTHROUGH

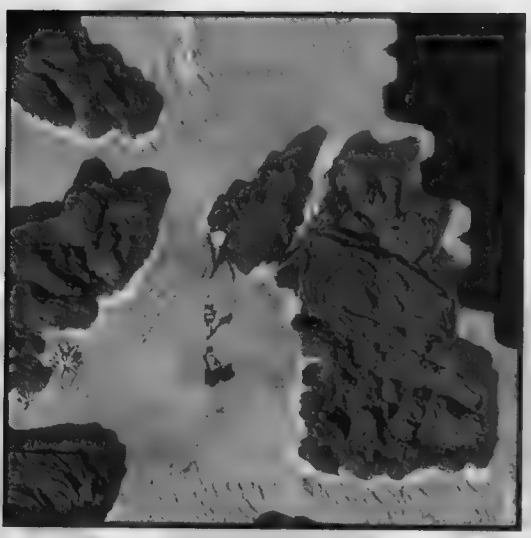
This level doesn't require building a Base Camp and offers no supplies. You'll only need one or two Explorers and speed! This area is populated with Hunters and seven dinosaur pens that you'll need to open. Some of the dinosaurs are yours, and some aren't. You'll have to zigzag through the area to avoid some dangerous stuff.

Begin by following the tire tracks around the small hill and up to the left. There's a Dilophosaurus just a little farther up to the left that you should defeat to clear the path.



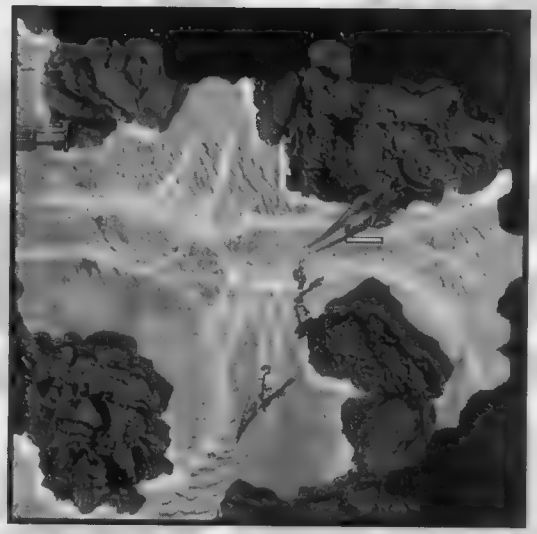
From there, head slightly down to the left until you can see the Dilophosaurus in the cage below from a distance. There's a Snagger to the cage's left, so follow the tire tracks around to the left side and have the Snagger chase you around to the right. Keep running and come around the cage full circle until the Snagger stops away from the Dilophosaur's gate. Bust it open, add your Dilophosaurus to your team, and attack that Snagger! If you can, trap the Snagger in an alley so the Dilophosaurus is on one side and your guns are on the other. If the Snagger can't get away, it blows up much faster.

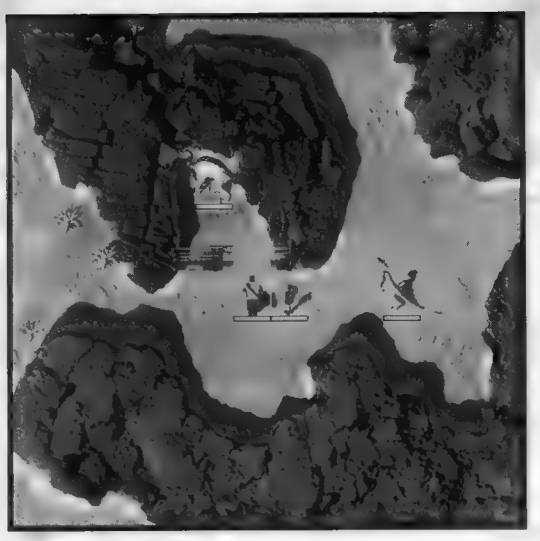




Backtrack up to the right and the middle, where you found the stray Dilophosaurus. You may face several Hunters now, but at this point in the game, they're pretty easy to defeat.

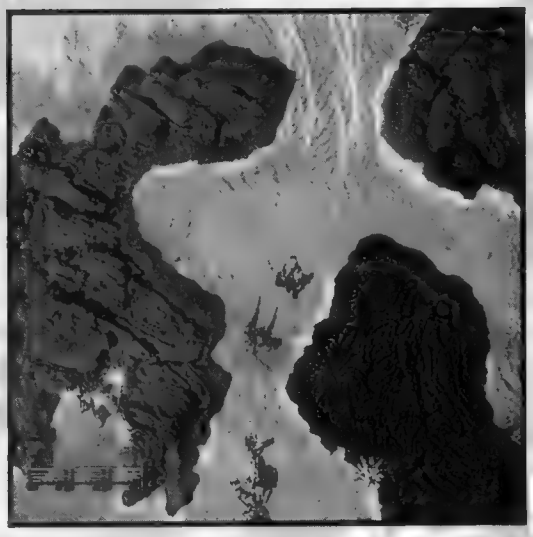
Travel straight across to the east until you reach the border, then follow the path up and to the left. You'll find a Raptor you'll need to defeat, then you must head straight across to the west again, into the new unexplored territory. (DON'T GO to the upper-right, unless you really want to meet the T-Rex!)





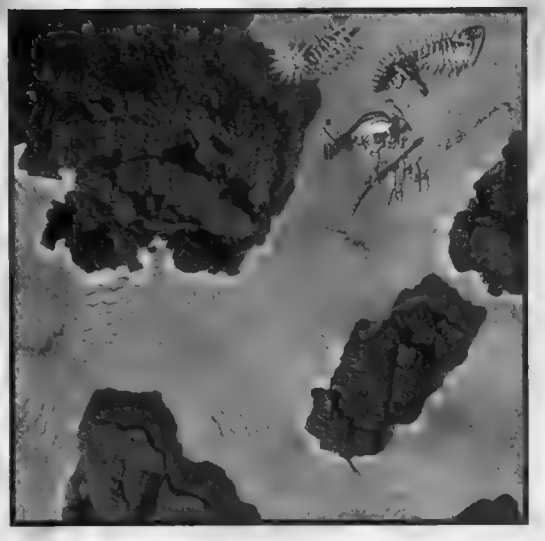
You should come to (or close to) an Parasaurolophus in a pen. Bust open the gate and highlight him and the whole team to get your Parasaurolophus to join up. Head to the left and, as a team, destroy the Jeeps and Tents immediately next to the Parasaurolophus's pen. DON'T GO north from there, or you'll come face to face with a Hunter Jeep! Instead, make your way down to the extreme southwest corner of the map.

Have the team attack the Pachycephalosaurus as a group, then set the Stegosaurus free. The Stegosaurus doesn't belong to your team, so get the heck outta' there before he decides to attack! Travel up to the right and straight up the middle of the map until you reach the northern border.



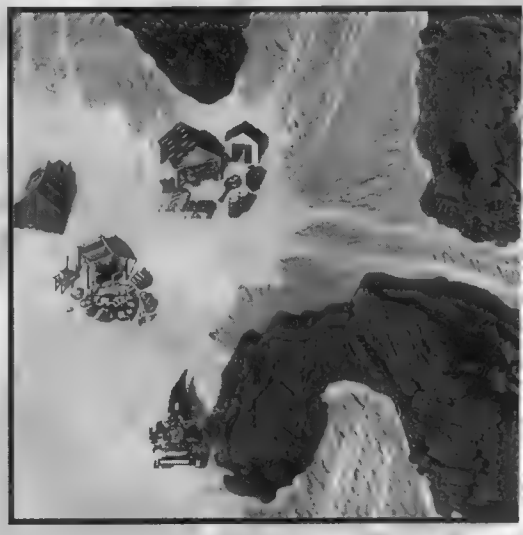
MISSION 9

Move your team to the left along the northern border and you'll come to the Compy cage. Set them free and add your Compys to your growing group!

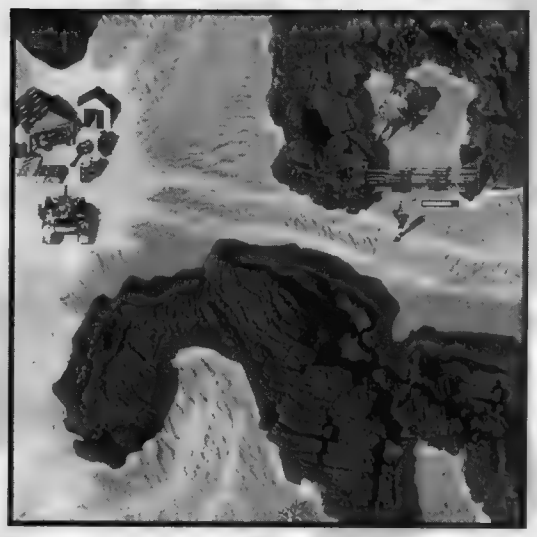


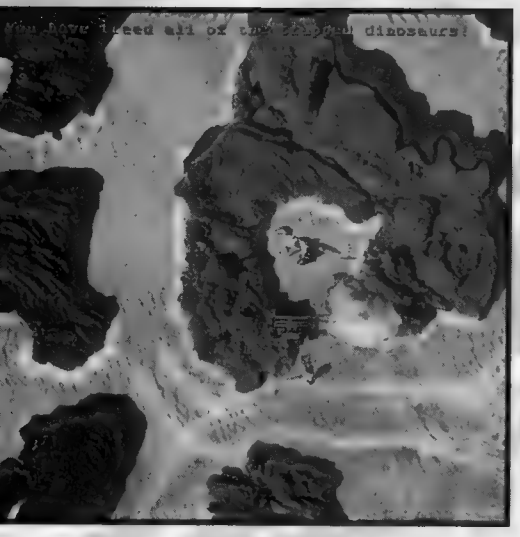
Just south of the Compy cage is a wild Pachycephalosaurs. Let him out and follow the northern border to the northeast corner of the map. (Be careful to avoid the wild Triceratops in the area to the lower-right!) Drop off all your dinosaurs at the Brachiosaur bones.

Select your fastest Explorer and travel south past the Triceratops to the T-Rex. Once you have its attention, run to the west toward the Hunter Camp and into the unexplored territory. Don't even stop to see if the T-Rex is following, just keep running south and then to the east, right back out of the camp. When you're sure you're safe, check your map and pan over to the Hunter Camp. Take great satisfaction in watching the T-Rex eat the camp.

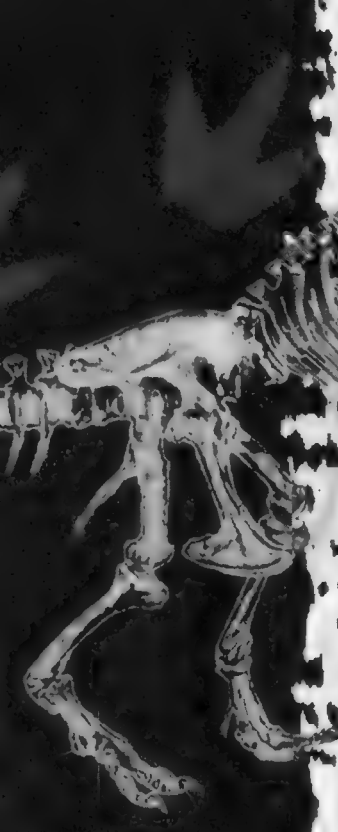


Immediately to the right of the Hunter Camp is a penned Triceratops. Stay out of the camp's sight, sneak over, and shoot the pen open.





Finally, open the Raptor pen in the northeast quadrant of the map.



MISSION 10

OBJECTIVE

Build a Science Lab.

Rescue Eddie and get him to the power plant.

Enemies:

Hunters
Snaggers
Hunter Tanks
Pachycephalosaurs
Triceratops
Dilophosaurs
Raptors
Compys
Stegosaurs
T-Rexes

Eggs: 26

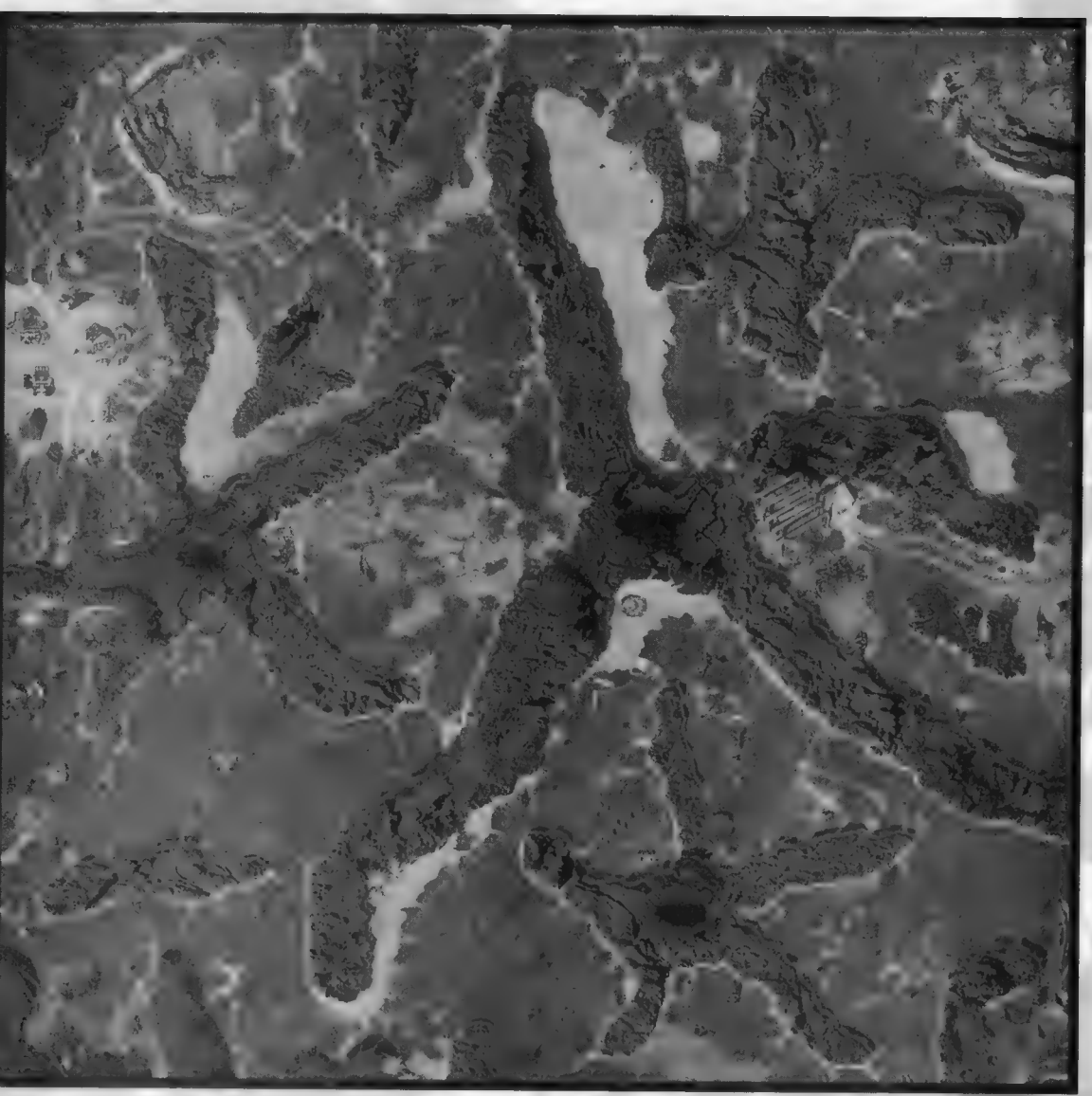
IAN'S NOTES

We're teetering on the edge of a very unstable situation! Eddie has been kidnapped, and if wasn't for Kelly's quick thinking, she would have been captured as well! The actions of the Hunters have become more threatening and completely unpredictable. I fear for Eddie's life! We must free our friend from the Hunter camp and get to the Ingen power plant. Sarah thinks we might find some T-Rex eggs around here. I hope she's right!

RECOMMENDED CHARACTER TO PLAY WITH:
Sarah

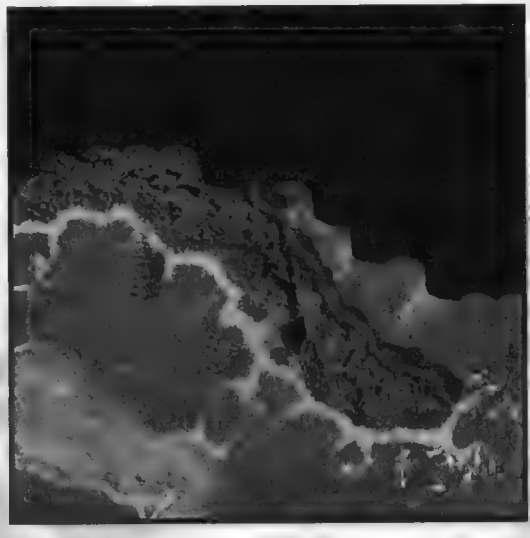
MISSION 10

MISSION MAP

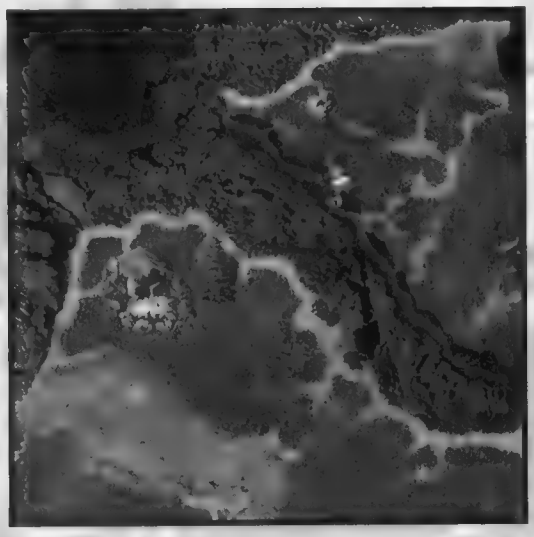


WALKTHROUGH

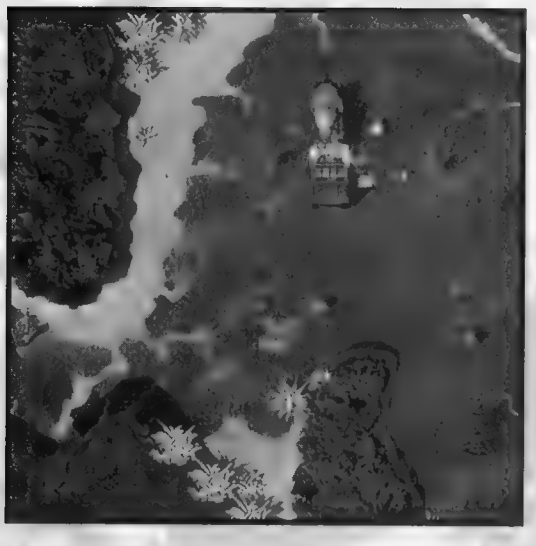
You're surrounded by Compys on both sides. Start with the Compys on the right and then go back for the Compy's and the nest to the left. There will probably be a Hunter or two to the left as well. Leave the two Stegosaurs and the nest alone for now.



Build your Base Camp in the area where you first appeared for this mission. (Don't bother bringing any other Explorers into the mission, you'll never need them.) Head back up to the right to the stack of supplies and carry them back to the Base Camp. Also, retrieve the Compy eggs from the area to the upper-left. Carefully travel to the west, along the southern border.

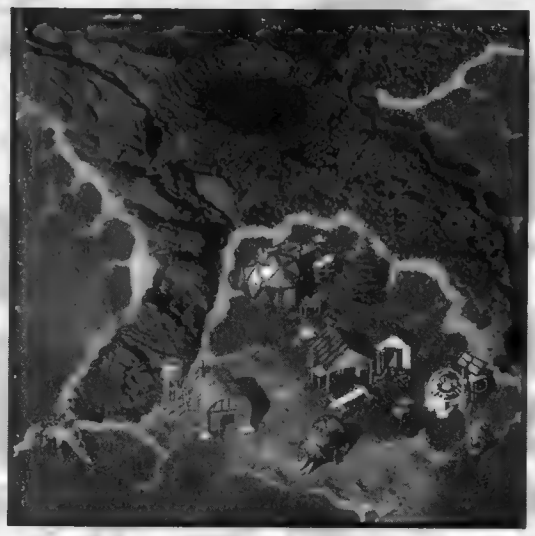


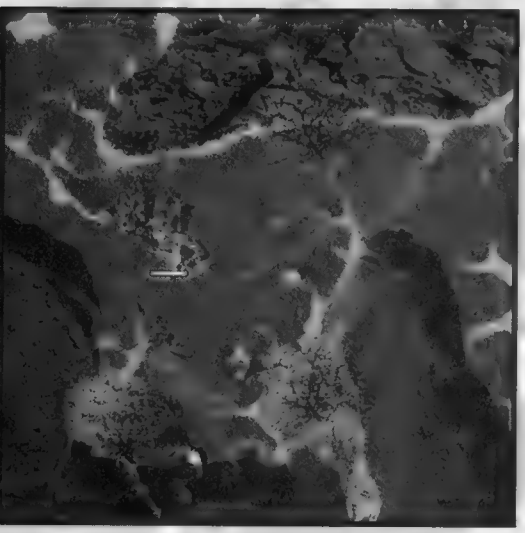
MISSION 10



Be ready to take on a few Hunters and a Snagger as you travel out of the small valley. Shoot the Hunters, but lead the Snagger straight to the left and into the Triceratops chewing on the tree. That should lead the Triceratops away from the supplies in the ruins and take care of that troublesome Snagger.

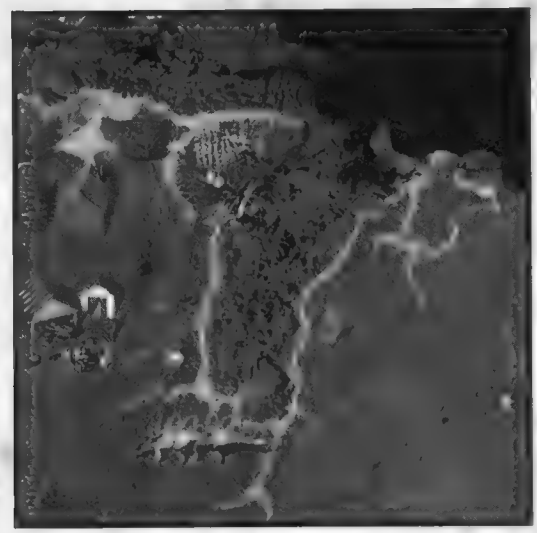
Bring the supplies from the ruins back to the Base Camp (you will be asked to upgrade one of your team members). You may want to build a Tool Shed, upgrade your Base Camp to level 2, and build a Hardened Shelter and an Incubator. (If you can't build the Incubator, at least build a Shelter and an Artificial Nest). Hatch a Triceratops and two Stegosaurs. Set the hatched Triceratops to be a guard-dinosaur in front of the Camp.



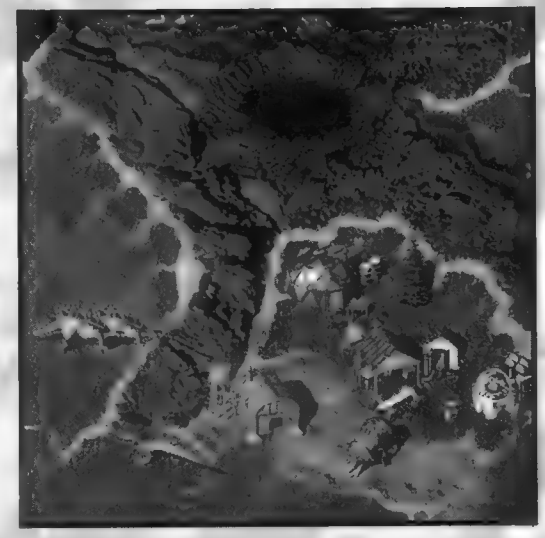


Take your two Stegosaurs to the west. Wait in the ruins and send your Stegosaurs northwest to take on a Hunter Tank. Meanwhile, have your Explorer avoid the fight and walk around the right side of the mountain and to the west.

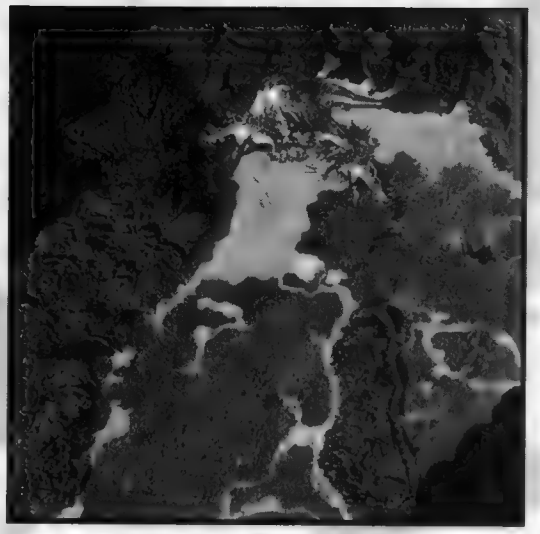
It's yet another Hunter Camp, and this one has T-Rex eggs. If there are Jeeps and Tanks, just stay out of the way in a safe place. Let your Stegosaurs kill a Tank, replenish by eating a tree, and then take on another Tank, Snagger, or a few Jeeps. The end goal is to totally wipe out the Hunter Camp with the two Stegosaurs. Take good care of them and make sure they eat plenty between blowing things up!

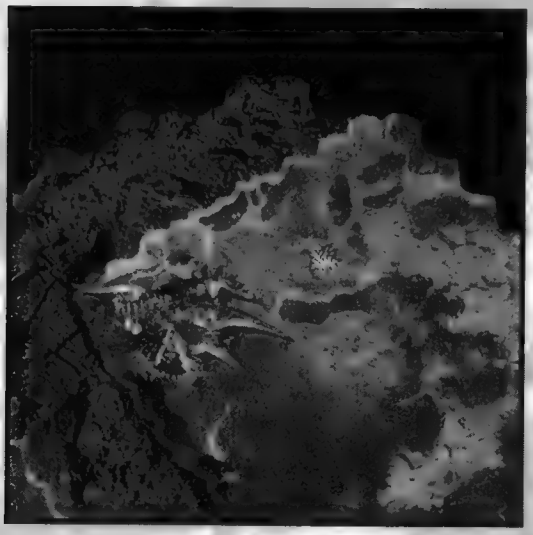


Once the Hunter Camp is a memory, run straight to the north end of the camp, grab an egg, and go! When you return to the camp, set that T-Rex egg hatching. Then go back for the other and hatch it as well. Get the two Stegosaurs next to the two T-Rexes and surround them with a box. You now have the ultimate destruction team... the rest of this mission is a piece of cake.



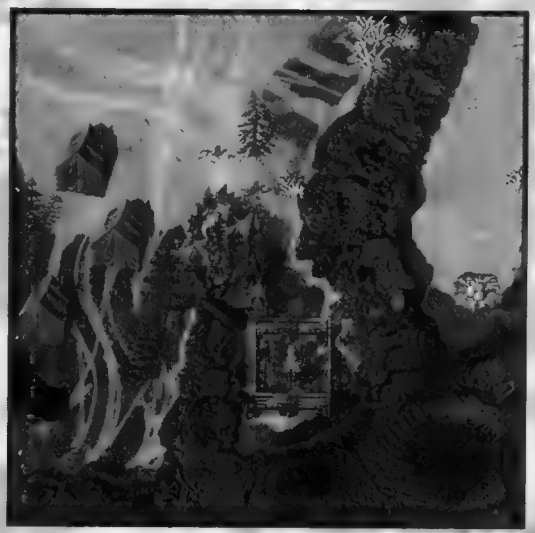
First, have your dino destruction squad take on the two Stegosaurs north of your Base Camp. Then have your Explorer collect the eggs as your dinosaur team takes on the Pachycephalosaurs in the southeast corner. When it's all clear, have the Explorer collect the Pachycephalosaurus eggs.



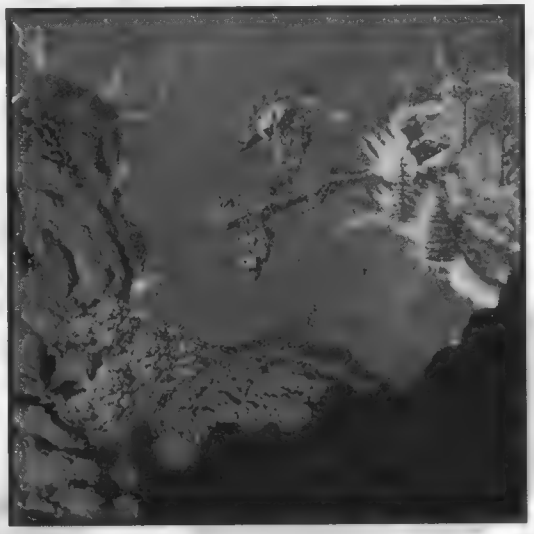


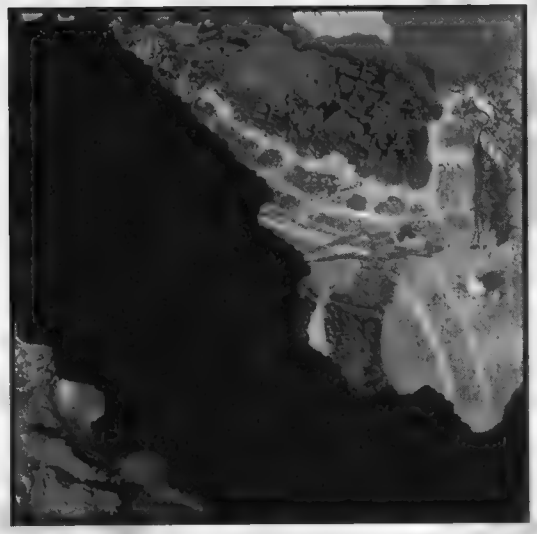
Send your dinosaur squad up to the lone T-Rex just east of the long gone Hunter Camp. Once all four dinosaurs converge on the lone T-Rex, it isn't long before your Explorer can go in and grab the two T-Rex eggs from the nest. Now the dinosaur pack should move slightly north and snack on that small group of Dilophosaurs to clear the path for any Explorers coming through.

From the Dilophosaurus massacre, have your dinosaurs move up to the northwest and then straight across to the west. This is the second Hunter Camp and there are several Tanks here. Wait for one Tank to move away from the other, lead it out, then have all four dinosaurs stomp it to bits. Repeat for the next Tank. Finally, smoosh the Jeeps, and pretty much everything red. Your dinos will appreciate the Hunter's measly shooting efforts as they smash their way through the tents. Eddie is at the south end of this complex and the dinosaurs can have him free in seconds.



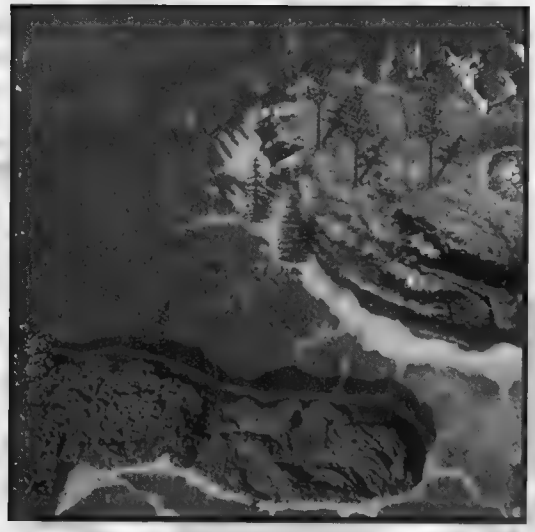
Move the Godzilla squad north to eat some Hunter Pachycephalosaurs (red-collars) and then east along the northern border to pile through a whole Raptor pack and a couple Stegosaurs. They'll pass plenty of supplies in the upper-left quadrant of the map, so get Eddie and your Explorer busy collecting eggs and supplies. They're EVERYWHERE, and the path is pretty much clear for your Explorers to gather the loot.



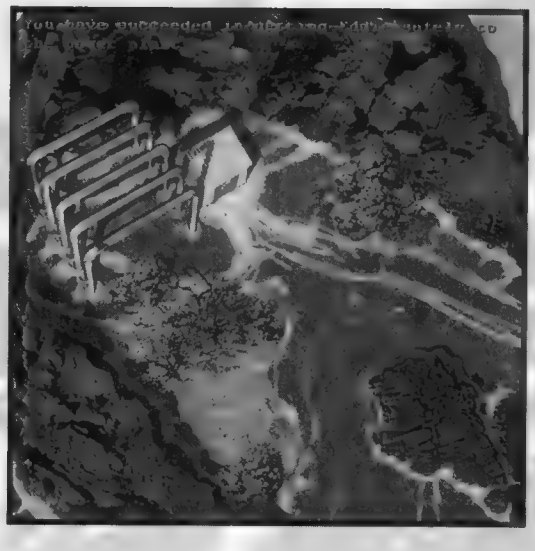


Move the dinosaur pack south now to take on first one T-Rex, then another. Pay attention to their health meters, keeping tabs on the Triceratops' meters. The T-Rexes need meat and the Triceratops need trees. Fortunately, the chances of their meters going down are pretty slim.

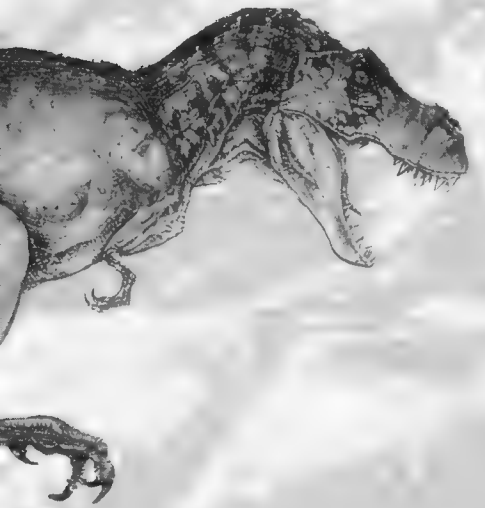
MISSION 10

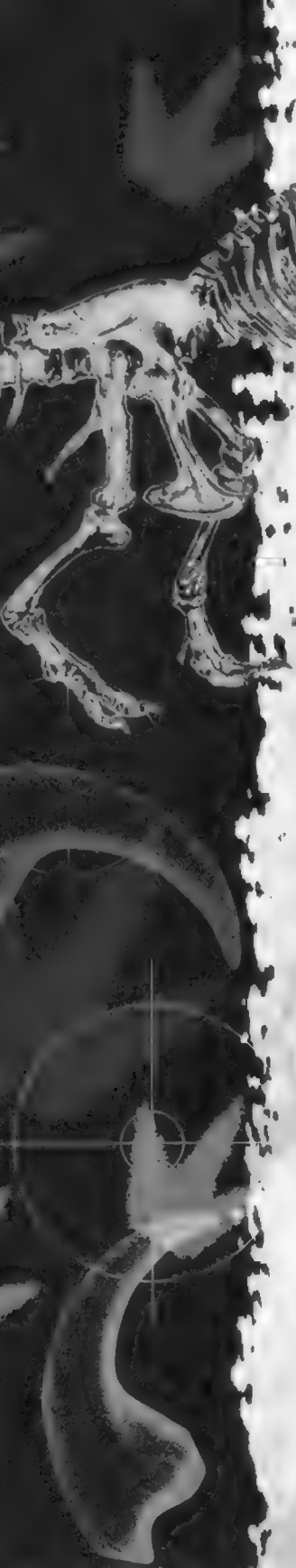


While the pack works on the T-Rexes, have your Explorers start collecting the supplies and eggs in the ruins in the extreme northeast corner.



Once you've collected as many supplies and eggs as there are (check your map just to be sure), build the Science Lab. Bring in all of your Explorers and upgrade all of your team members with new tools. Finally, get Eddie to the Power Plant.





MISSION 11

OBJECTIVE

Get one team member to the communications building in the old Ingen facility.

Enemies:

Hunters
Snaggers
Hunter Tanks
Pachycephalosaurs
Triceratops
Dilophosaurs
Raptors
Stegosaurs
T-Rexes

Eggs: 18

IAN'S NOTES

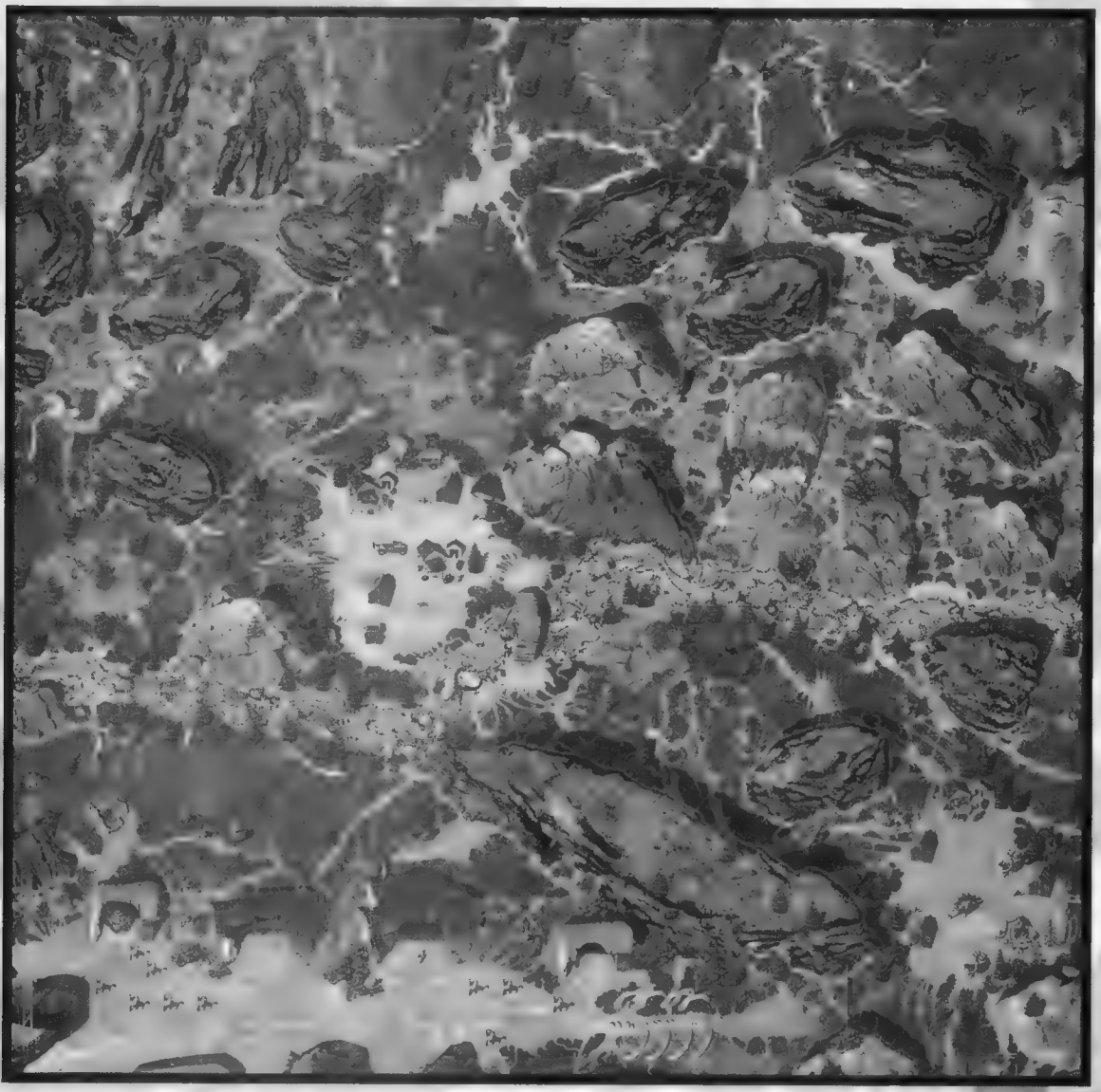
I'm glad to say that the power's on, and Eddie is back with us safe and sound. Unfortunately, the Hunters were able to get the DNA serum from him. With the ability to control their own dinosaurs, our opponents may be unstoppable.

Nevertheless, we must push on to the Ingen communications building. At the edge of chaos, the unexpected happens. I fear that we're no longer at the edge, but have plunged over it.

RECOMMENDED CHARACTER TO PLAY WITH:

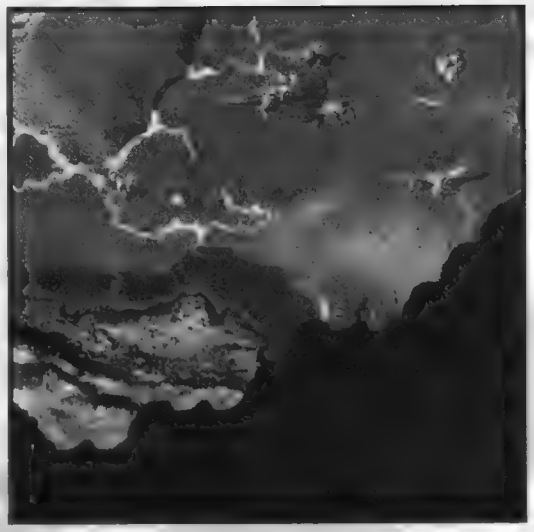
Sarah. Make sure that no matter who you choose, you only select one character. You'll need to start out with extra supplies.

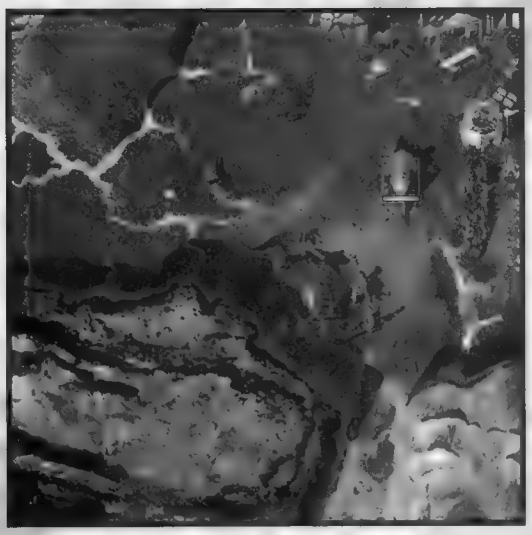
MISSION MAP



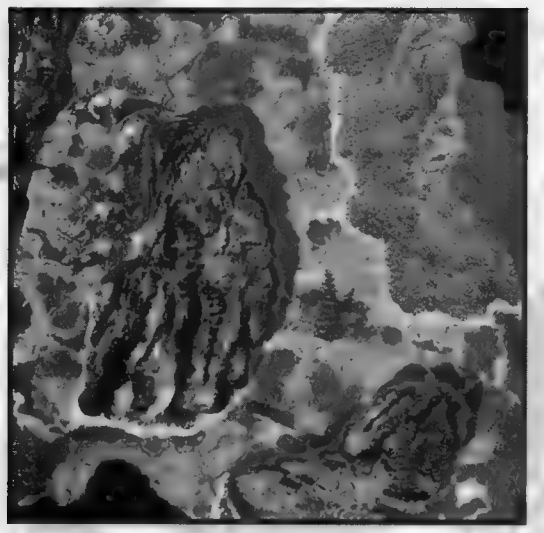
WALKTHROUGH

You'll begin this level with several dinosaur sidekicks. Select just your dinosaurs and send them to the right to clear out the Dilophosaurs surrounding a pile of supplies. When the area is clear, build your Base Camp there, in the extreme northeast corner. Collect the supplies and build a Tool Shed.



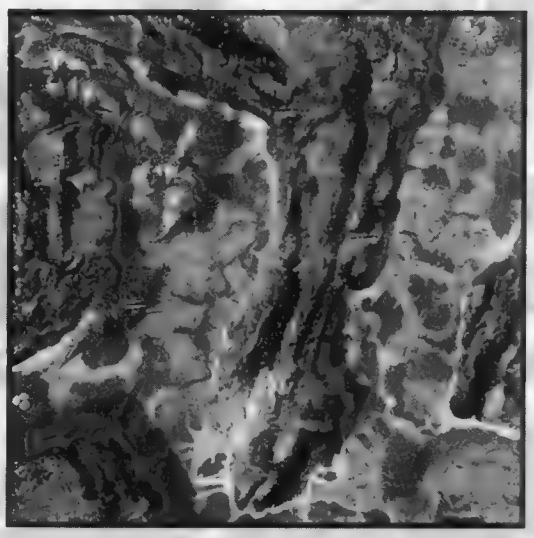


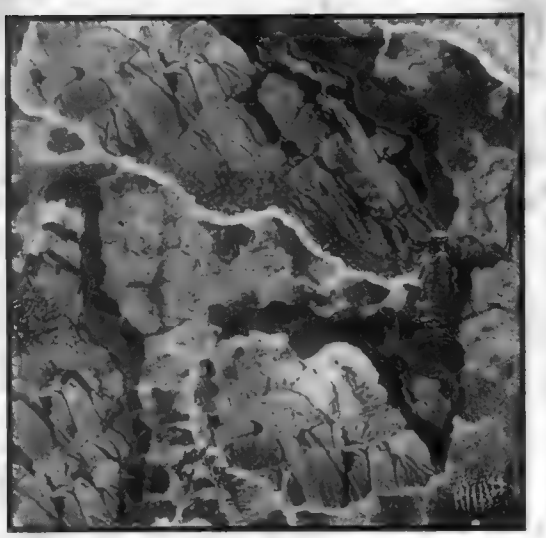
Head directly south from camp with your dinosaurs and collect the pile of supplies there. (Don't go any farther south unless you want to go toe to gargantuan toe with a T-Rex!) There may be a wild Dilophosaurus or two in the area, so keep your dinosaurs on the lookout, ready to spring to your Explorer's aid. Use your new supplies to upgrade to a Base Camp Level 2, than build an Incubator. (If you don't have enough supplies to build all of that just yet, just build an Artificial Nest.) Start a T-Rex egg hatching, then hatch a Triceratops and two Stegosaurs.



Now send your Triceratops, Stegosaurs, and T-Rex along the northern border to the west. You pass a few Stegosaurs munching on the trees, and then you'll come to a Stegosaurus nest in the northwest corner. Clear out the Stegosaurs, then move over to the alcove to the left.

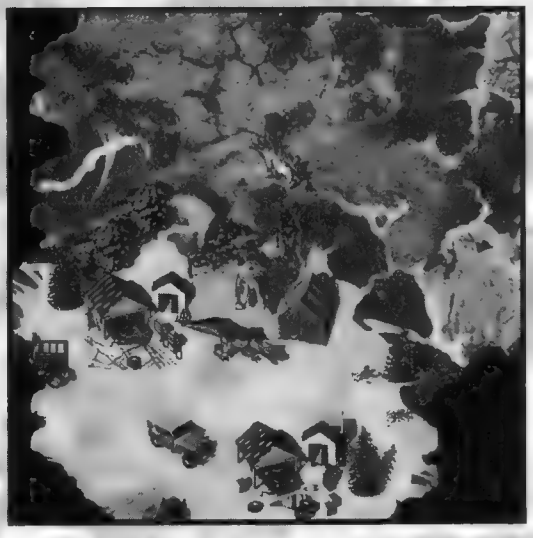
Battle the Triceratops there, one at a time, so that the path is clear for your Explorer to gather the eggs from both nests. Explore the area to the south to find a few roaming Triceratops. Leave these guys alone.

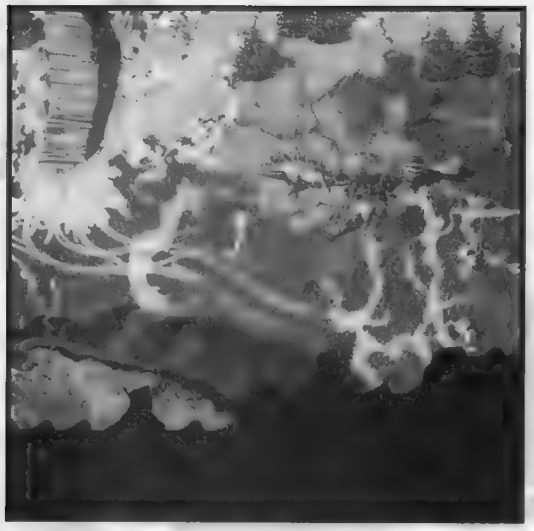




Send the dinosaur pack back all the way east, then south until you find the lone T-Rex. Battle! When the area is T-Rex free, have your Explorer collect the T-Rex eggs.

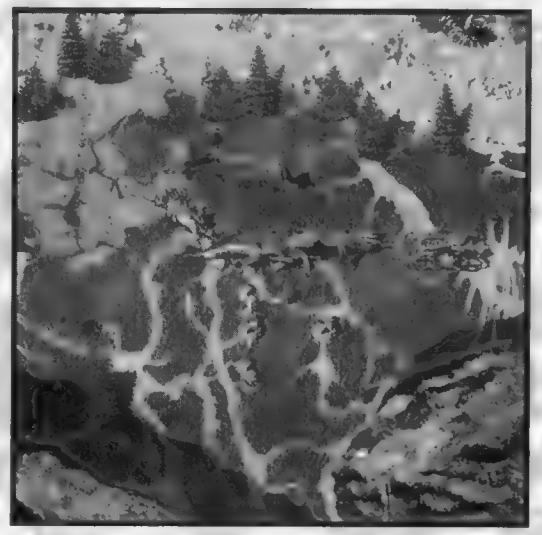
Head west from the T-Rex nest and have the dinosaurs sneak over to the edge of the Hunter Camp (smack in the middle of the map). There are a few Hunters, Jeeps, Snaggers, tents, and a Base Camp. The dinosaurs should attack as a group on each of the Jeeps, then split up to take on the Hunters themselves. Regroup to attack the Jeep Sheds, ensuring no other Jeeps will bother you, then make sure there isn't a trace of red left in the area.

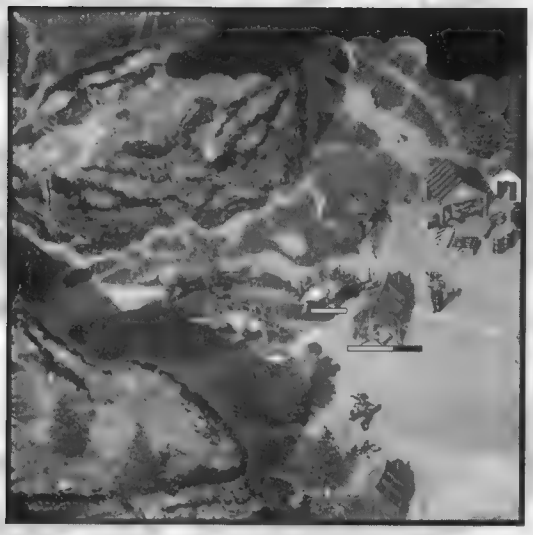




Heal all of your Herbivores by having them eat trees, then get ready for the next, much tougher Hunter Camp. Cross the bridge and move east. You'll be passing many stacks of supplies. When the coast is clear, send your Explorer down to start collecting these.

When you see tire tracks, start looking for the Tank. Have your entire team attack the Tank at once, preferably when it's far enough from the Hunter Camp that none of the other enemies can see or attack yet.

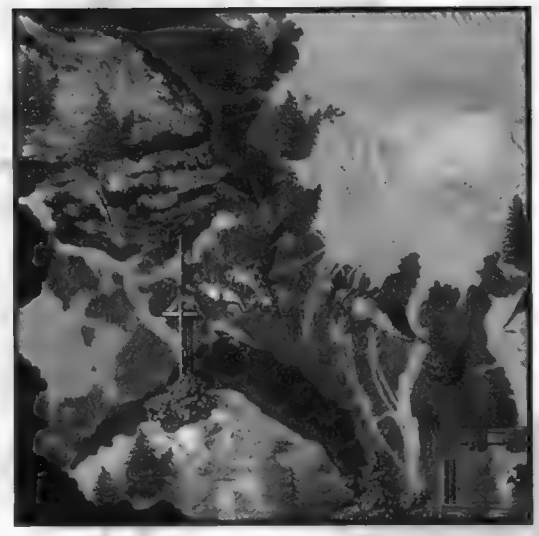




The Hunter Camp is swarming with Hunters, Hunter Stegosaurs, Jeeps, and a Tank or two.

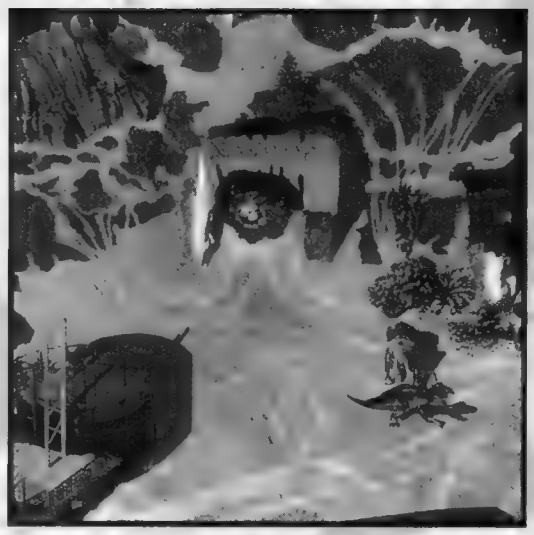
Again, have your entire dinosaur team converge on the Tank, then get the Jeeps, and spread out for Hunters. You may want to leave the Hunter Stegosaurs for your T-Rex to munch while the rest of the dinosaur squad knocks down the Tents, Base Camp, and the Incubator.

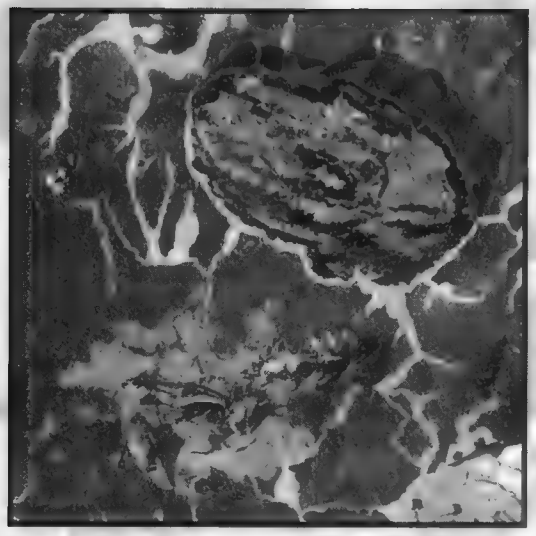
South of the Hunter Camp are some supplies in a red pen. Break down the pen and have your Explorer start collecting those. Have the dinosaur pack move west along the southern border, breaking down the red barrier. You may want to bring in the rest of your Explorers to help collect all of the eggs and supplies the dinosaurs uncover.



This area is infested with Raptors. Use your fastest dinosaur to edge carefully to the west. The second you see a Raptor or two run at that dinosaur, run back to your pack to the east and take those Raptors down. Continue to lead the Raptors out one or two at a time to avoid being trapped.

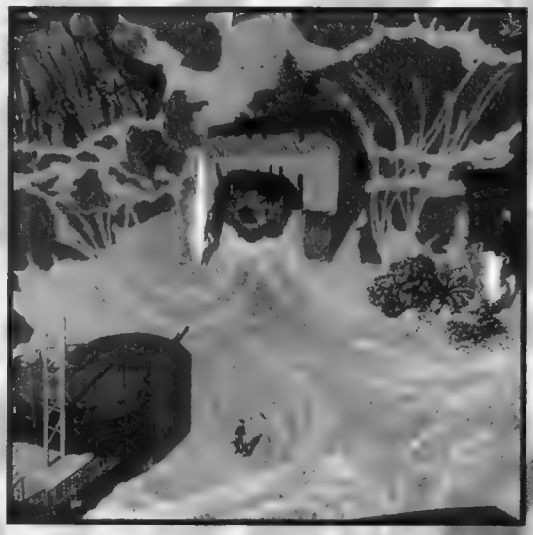
Now that the Raptors are cleared out, you'll discover you've found the communications building in the southwest corner. Don't send any Explorers there yet—you've still got to collect all of the Raptor eggs from the nests here, and stock up from the stacks of supplies.

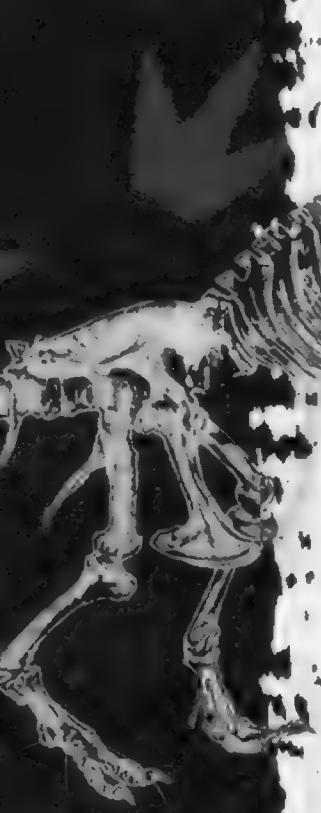




Finally, move the dinosaurs all the way to the western border and then north to explore the last bit of dark territory. You'll find another Stegosaurus nest, so take on the Stegosaurs to clear the way for explorers.

Once you're sure you've collected every egg and crate of supplies, send an Explorer to the southwest corner to find the communications building.





MISSION 12

OBJECTIVE

Get all Team Members to the Helicopter Pad.

Enemies:

Hunters
Snaggers
Hunter Tanks
Parasaurolophuses
Compys
Pachycephalosaurs
Triceratops
Dilophosaurs
Raptors
Stegosaurs
T-Rexes

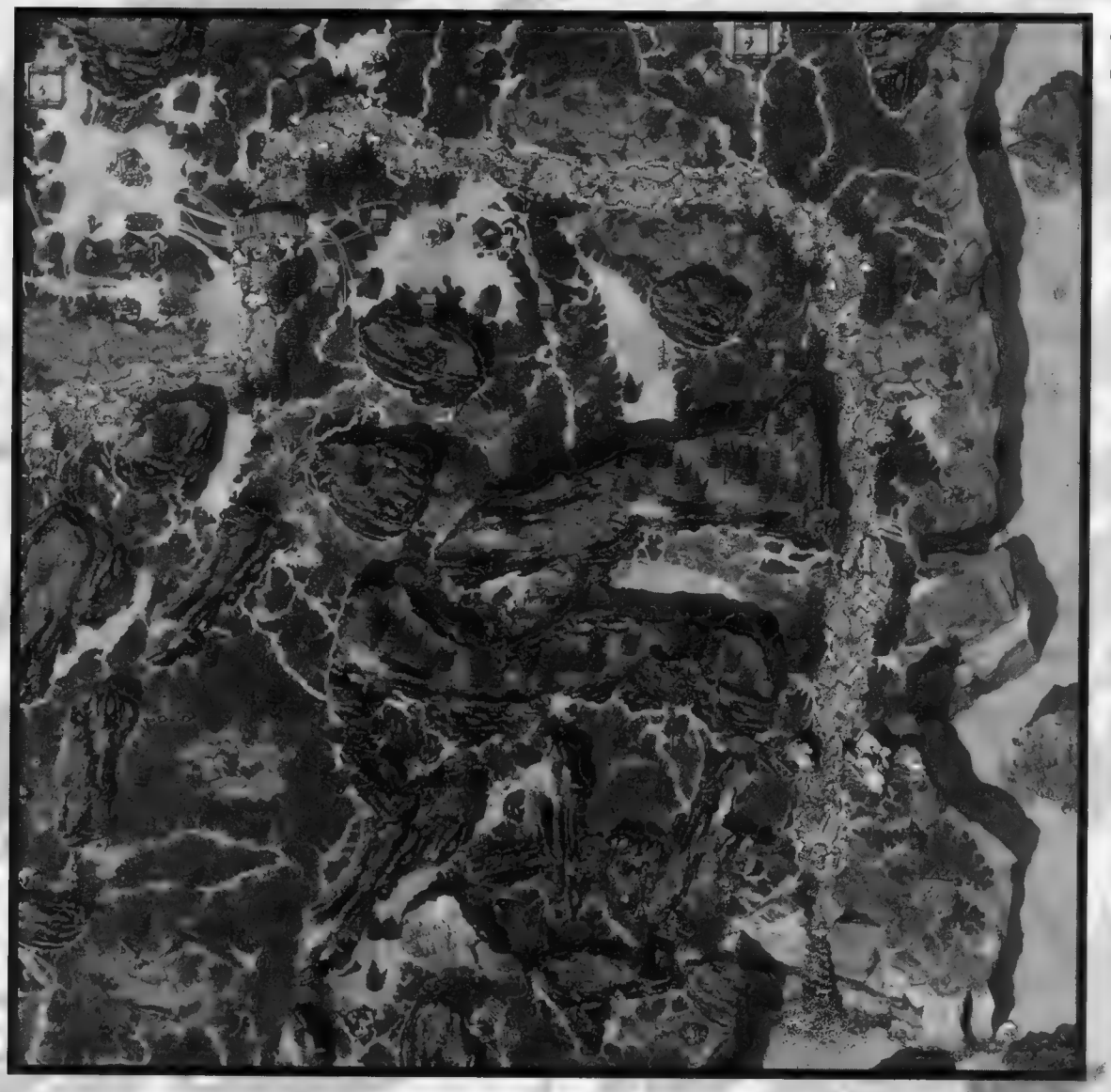
Eggs: 28

IAN'S NOTES

The team is in good spirits. The radio message has been sent and help is on the way. All we've got to do now is get to the Rescue Point at the cliffs east of here. That's the good news. The bad news is that Eddie thinks the Hunters probably intercepted our distress call. In other words, our enemy knows exactly where we're headed and undoubtedly will try to stop us. Once again, we have few supplies and we'll need to build up our defenses as much as possible. They say that gettin' there is half the fun. Man were they ever wrong.

RECOMMENDED CHARACTERS TO PLAY WITH:
All

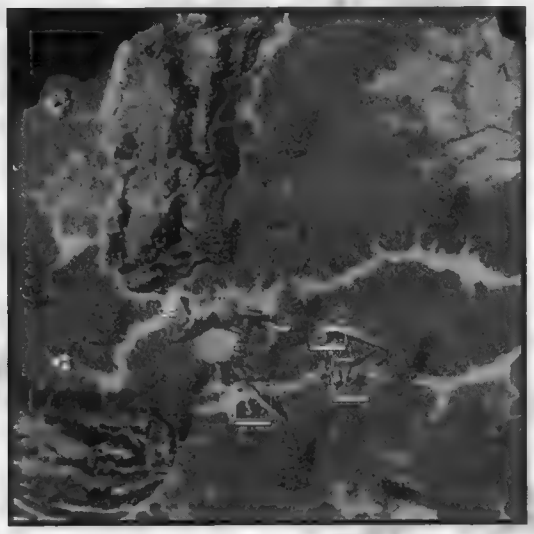
MISSION MAP

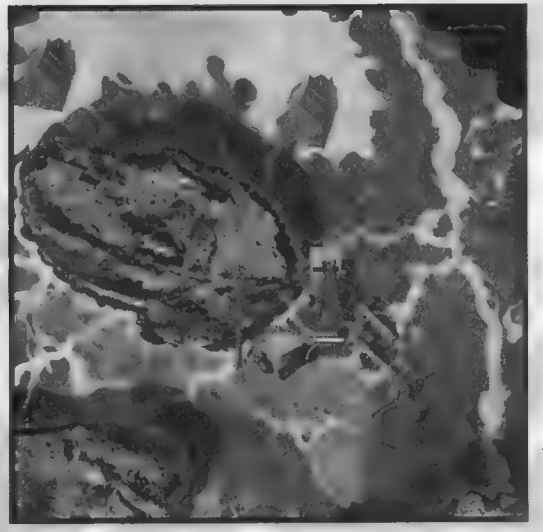


MISSION 12

WALKTHROUGH

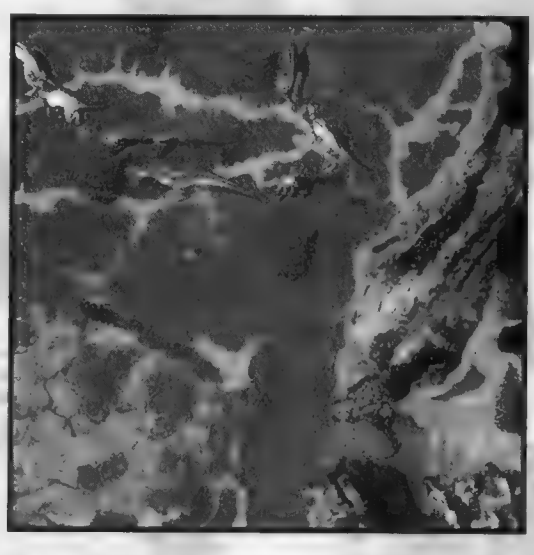
The whole team is here and ready to go, and it just wouldn't be complete if your very own T-Rex buddy wasn't there to help you to safety! Unfortunately, you're going to need his help right from the start, because there's a Triceratops chasing a bunch of Parasaurolophuses and they're headed your way! Send the T-Rex and all of your other dinosaur friends to knock some sense into that crazed Hunter Triceratops.

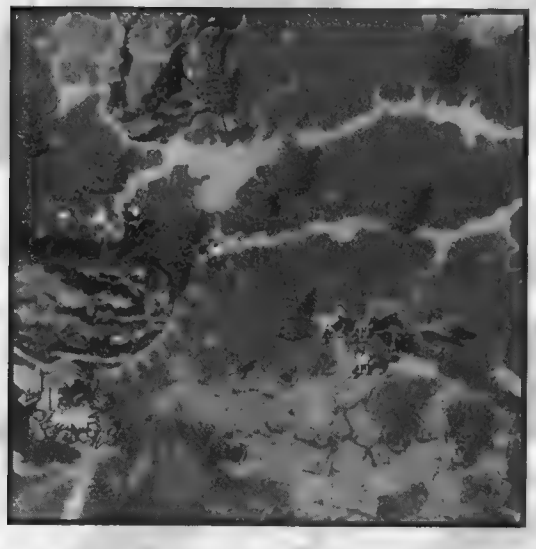




Then, search the entire open area with your dinosaurs. As you move north, you'll discover a mini-Hunter camp, complete with Jeeps, Tents, and Hunter Triceratops. Your dinosaur squad will eat them for breakfast... literally. You'll fight a few Hunters and a Snagger, but the T-Rex and dinosaurs will stomp 'em flat in seconds. Explore the whole area along the river edge, but don't go beyond the bridge or cross the river.

You'll also see T-Rexes and other dinosaurs trapped behind trees to the right, and the Hunter Reinforcements across the bridge to the northwest. (Don't let anyone, dinosaurs or humans, travel too close to the bridge. The tanks on the other side can shoot you from across the river, so watch out!) There's also a Triceratops nest along the river to the northeast. Make sure there are no more wild dinosaurs running around, including all the Compys and Parasaurolophuses.

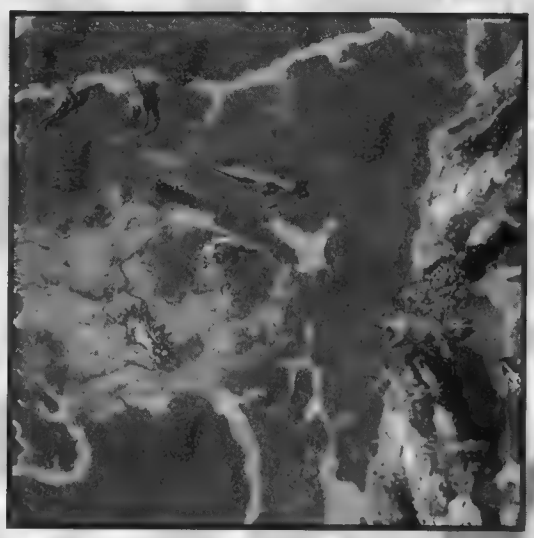




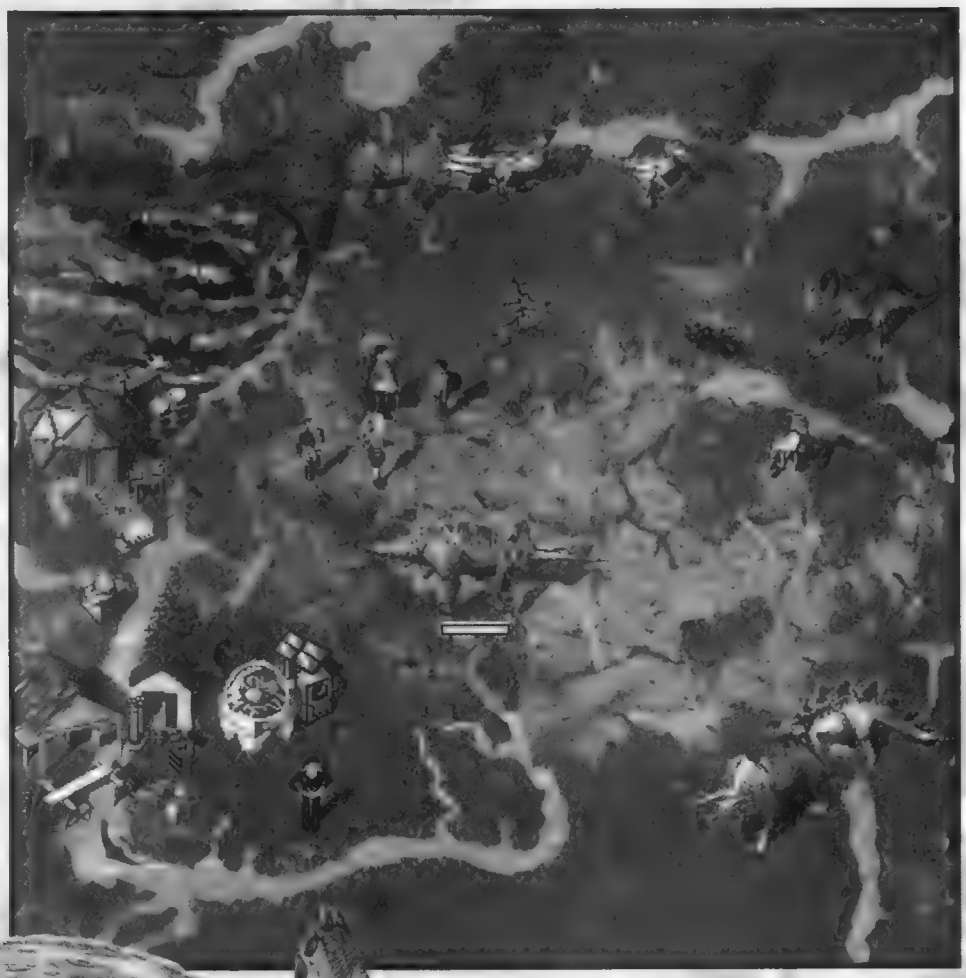
Now that it's safe, build your Base Camp. While that's going up, have a few team members head to that nest and collect the eggs in the upper southwest corner. Just north of the nest are some supplies, so cart those back to the Base Camp as well.

Build an Artificial Nest and begin hatching a few Triceratops and Stegosaurs.

The moment the first Triceratops is hatched, have it start eating the shrubbery to the right of the camp, which blocks the way to the ruins and supplies. Send the next hatched Herbivore to the alcove above the first one containing the Compys and have it eat the tree blocking the entrance there.

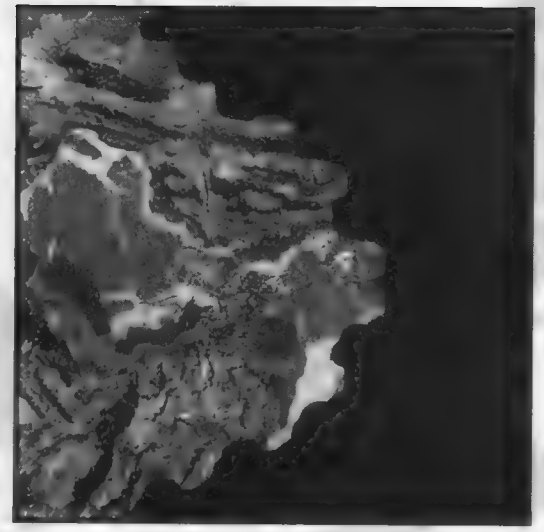


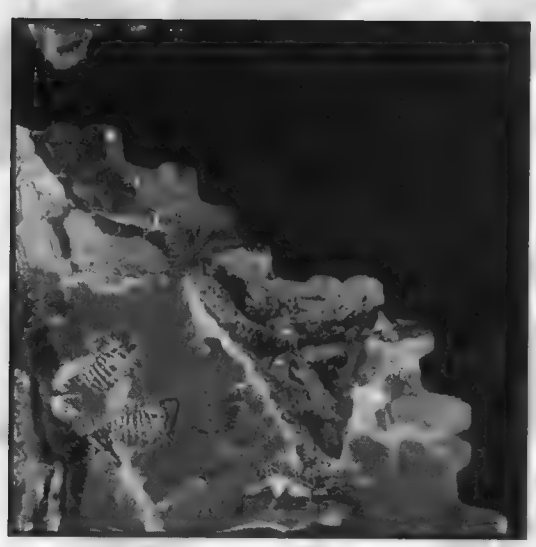
When the path to the supplies to the right of the Base Camp is clear, move the Triceratops out of the way and send your team in to retrieve the supplies. Build a Tool Shed, upgrade your Base Camp to Level 2, and build an Incubator. Start hatching ALL of your T-Rexes, at least four Triceratops, and then four Stegosaurs. It's time to take on the tough guys!



MISSION 12

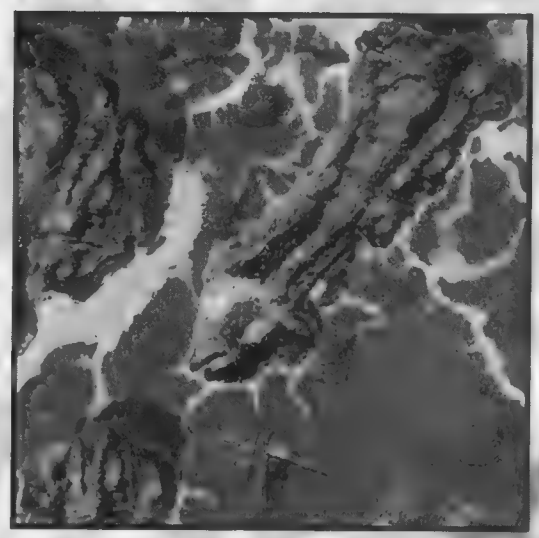
As your Incubator and Artificial Nest hatch your attack force, invade the Compy nest above and retrieve the eggs. Then, have another Herbivore eat the next set of trees to get to the next Compy nest, behind the first.



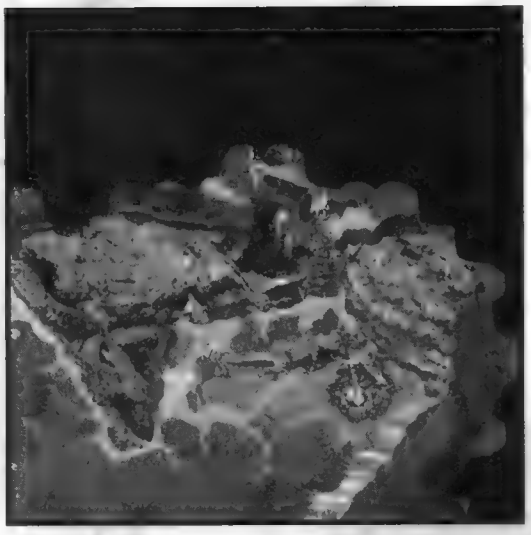


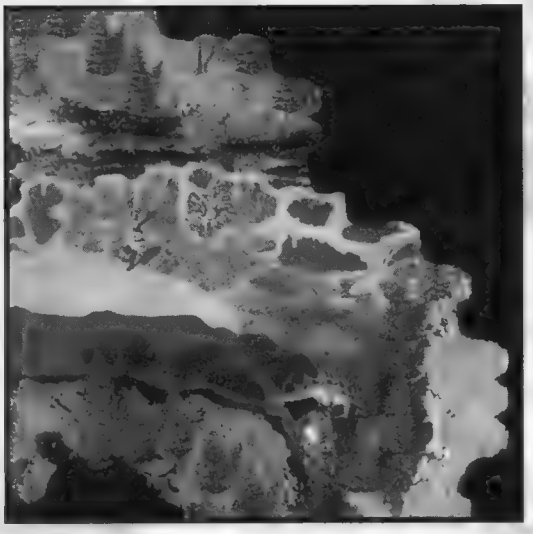
Have a Triceratops enter the ruins to the right of the Base Camp and start eating away the foliage leading into the Raptor nest. Then bring another big dinosaur in right behind the first, but target a Raptor ahead of time so he'll be ready to go when the path is clear. Have another Herbivore eat away the trees leading into the alcove next to the Raptors.

If any of your carnivores have less than perfect health, have them track down a few of the Dilophosaurs in the forested area to the southeast of the bridge.



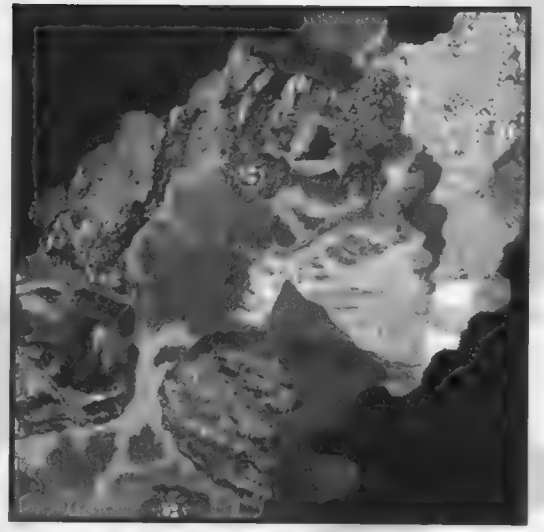
When your Triceratops breaks through the Raptor blocking foliage, go in and defeat the Raptors. Then, have them start eating away the trees to the lower-right. You should be able to see an Explosive in the area just beyond these path-blocking trees.

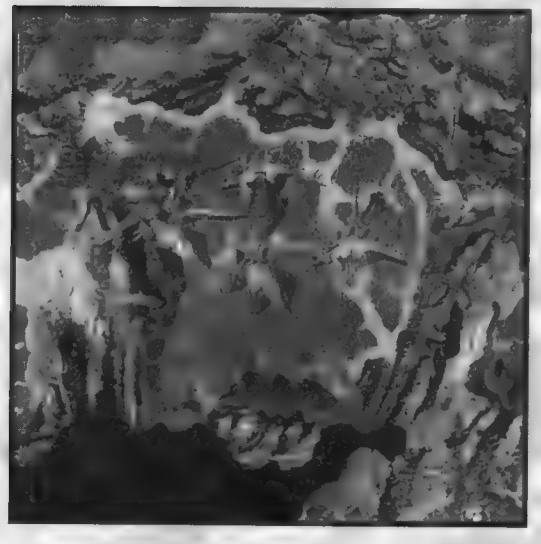




In the hilly forested canyon which is south of the Triceratops nest, have another plant-eater move east toward the river. (You should see a nest with eggs and come to a set of trees blocking the way south.) Have the Explorers collect these eggs as your plant-eater eats the trees blocking the way south. Several wild Raptors are waiting on the other side of the trees to attack your Herbivore.

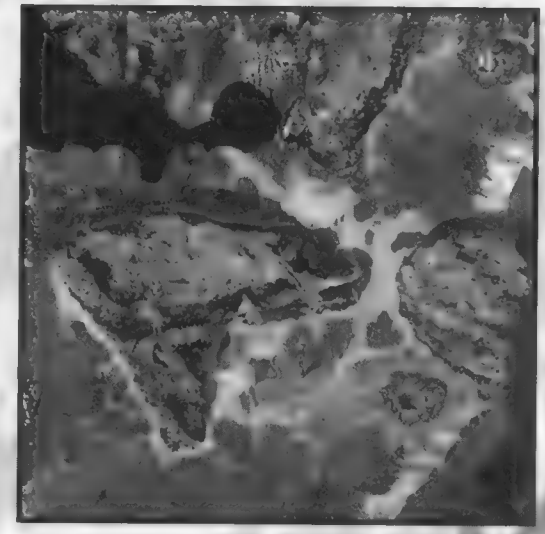
When your Triceratops bust through the next set of trees, attack the Raptors that are on the other side. Then have them eat through the next set of trees to the north, which lead to even more Raptors. These are the same Raptors that are currently haunting your plant-eater in the preceding step.



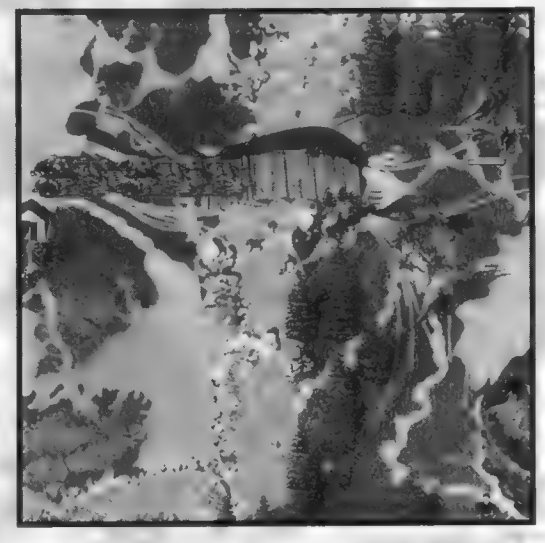


The Herbivore mentioned above will have broken through and can take on the Raptors now. When he's done, have him start eating the trees that lead to the T-Rexes to the left. Then, call in ALL your T-Rex and Stegosaurus reinforcements to wait behind him, there are two T-Rexes to battle in there!

Have an Explorer set the explosive and collect all of the eggs in the area. Meanwhile, your dinosaur army should be working its way through to the last few T-Rexes in this densely-populated area. Finally, have the Explorer set the second explosive. Make sure you have collected every egg this side of the river.

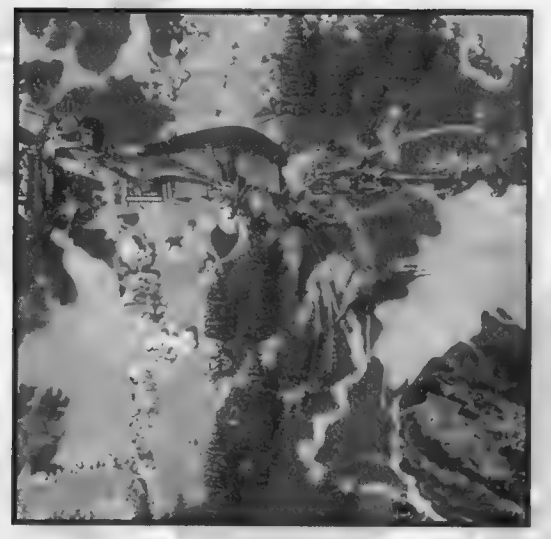


Hatch any remaining T-Rexes, Stegosaurs, and Triceratops. You're about to take on the most Tanks you've ever encountered. Separate your army into mini-teams of at least three to four huge dinosaurs each. Whether it be all T-Rexes, then all Triceratops, or several teams consisting of one of each, so be it. Get them assembled by the bridge, one team after the next. The tanks will be assembled on the other side.



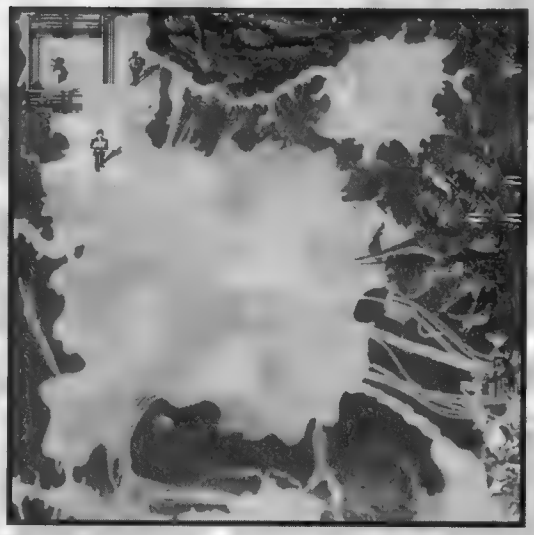
Get your fastest smaller dinosaur to the bridge, such as a Pachycephalosaurus. Have him cross the bridge, run south, and then have him run clockwise around the perimeter of the camp to draw the tanks away from the bridge and scatter them. Click on the farthest area to the right in the unexplored territory so he can run to safety. Now, launch your attack!

MISSION 12

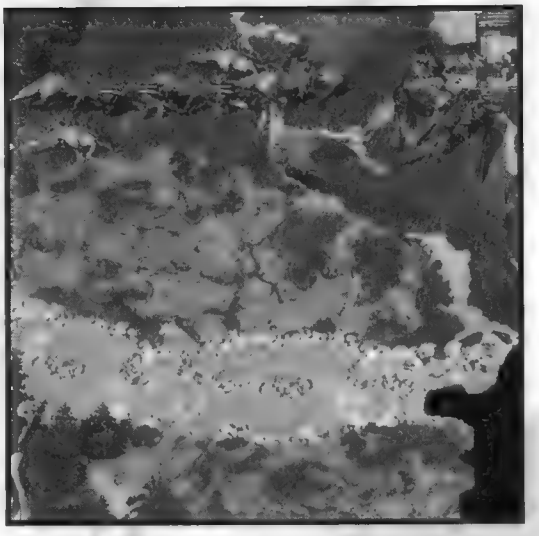


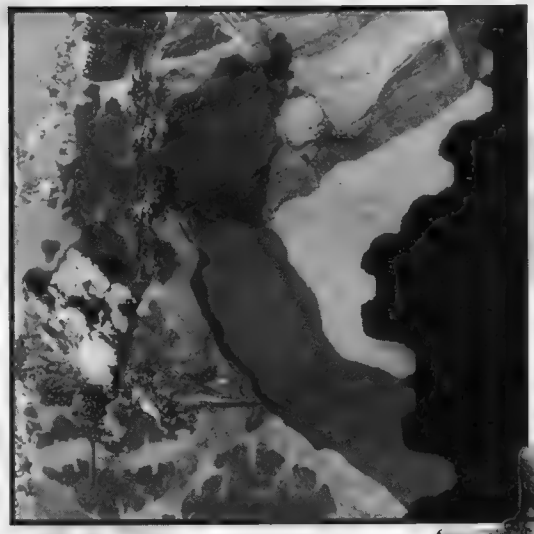
Click and drag a box around each team, then select the farthest tank (so as to not clog up the bridge with traffic). Every team of dinosaurs should get their very own tank to crush. As each Tank is destroyed, send those dinosaurs over to help another team destroy their Tank even faster. And when every Tank has been crushed, crush all of the Jeeps and the Jeep Garages. Have your T-Rexes eat the stray Hunters for nourishment.

Assemble all of your non-engaged dinosaurs into one big team and send them after the Hunter T-Rexes to the right. Send any straggler dinosaurs to smash through the Hunter Base Camp, Tents, Garages, and basically, anything red. There's a pen to the extreme north-west that contains supplies for your Explorers to collect.



Have the army travel east, looking for any straggler Tanks, T-Rexes, or Hunters. There's another pen containing supplies in the northeast corner of the map.

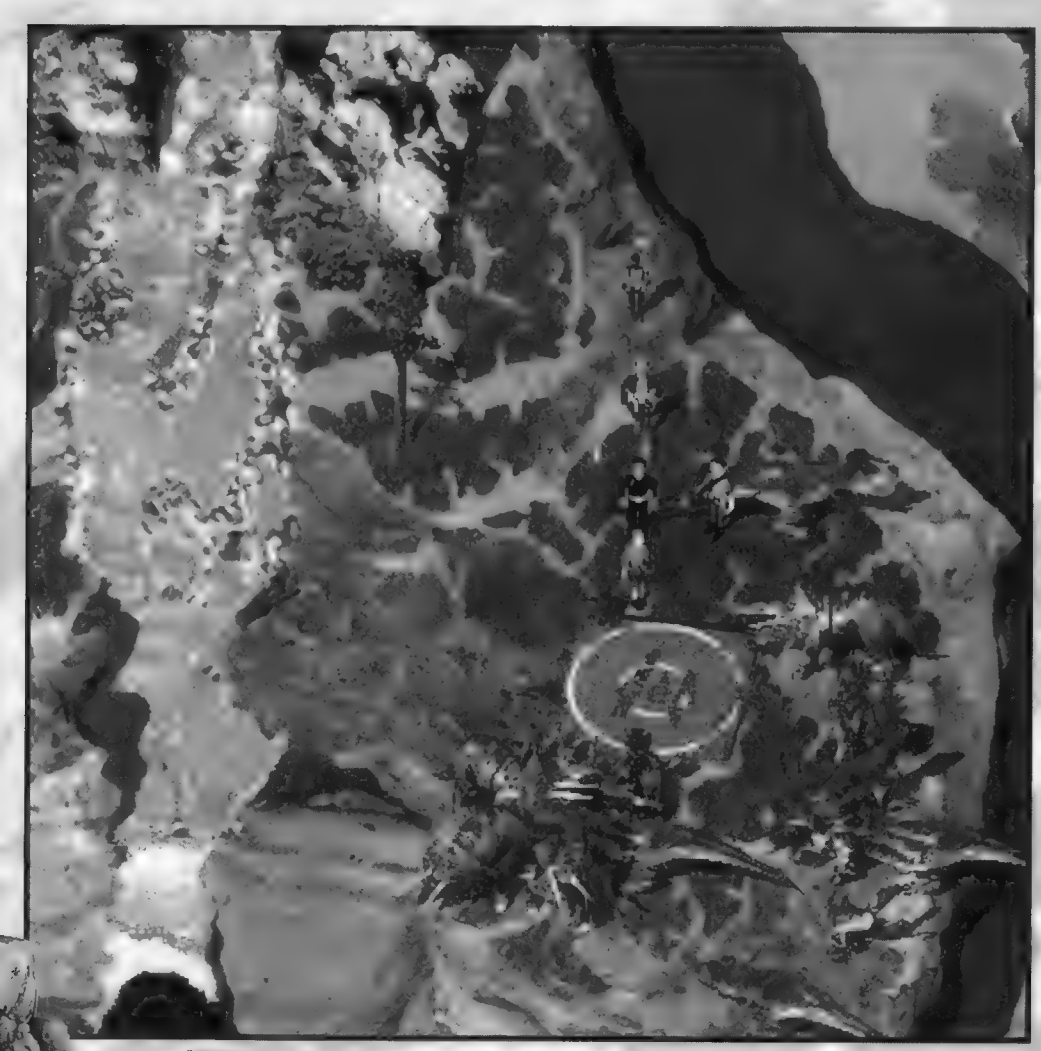




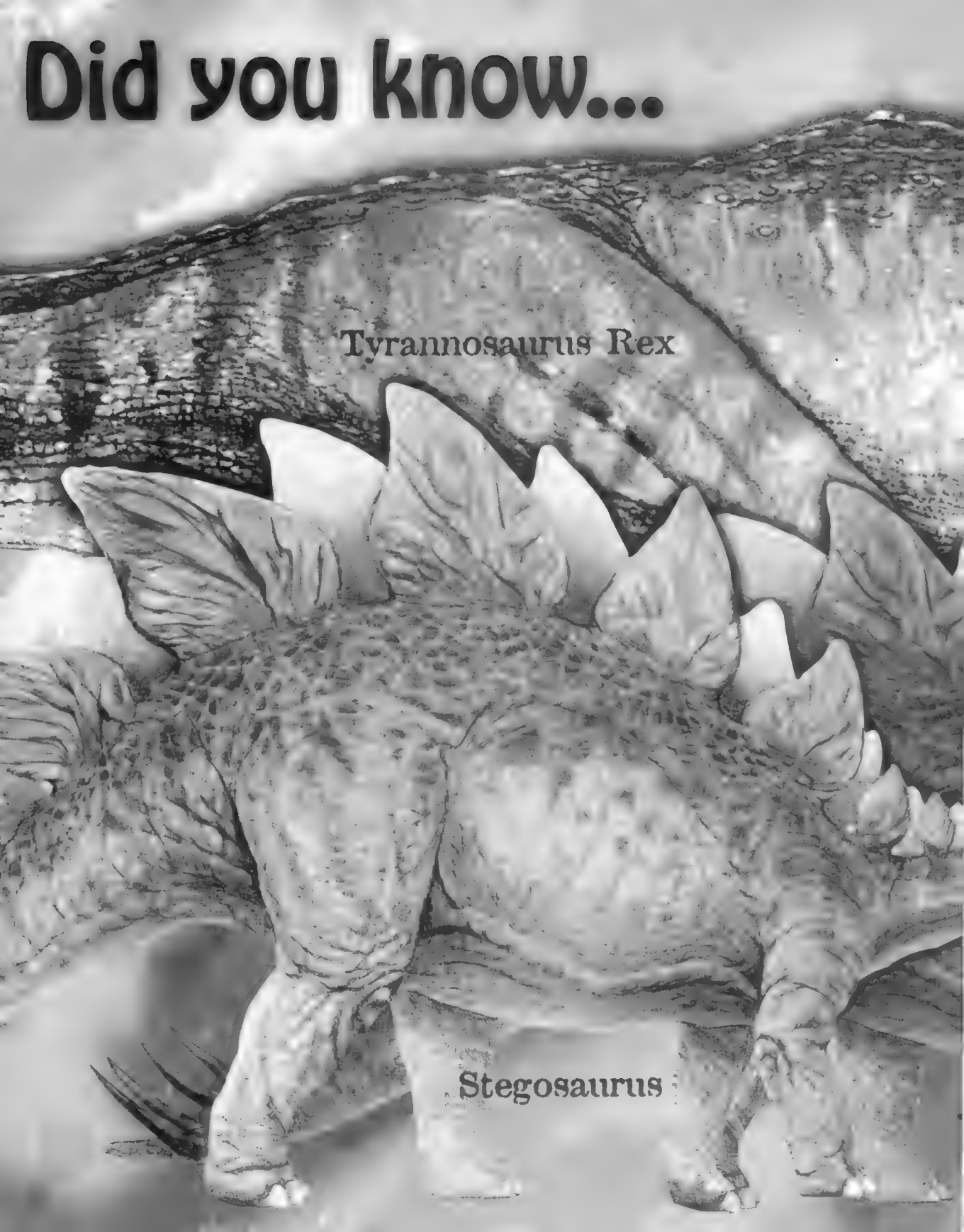
Your final adversary is on the helicopter pad to the south. One final wild T-Rex must face your dinosaur army. It won't last too long.

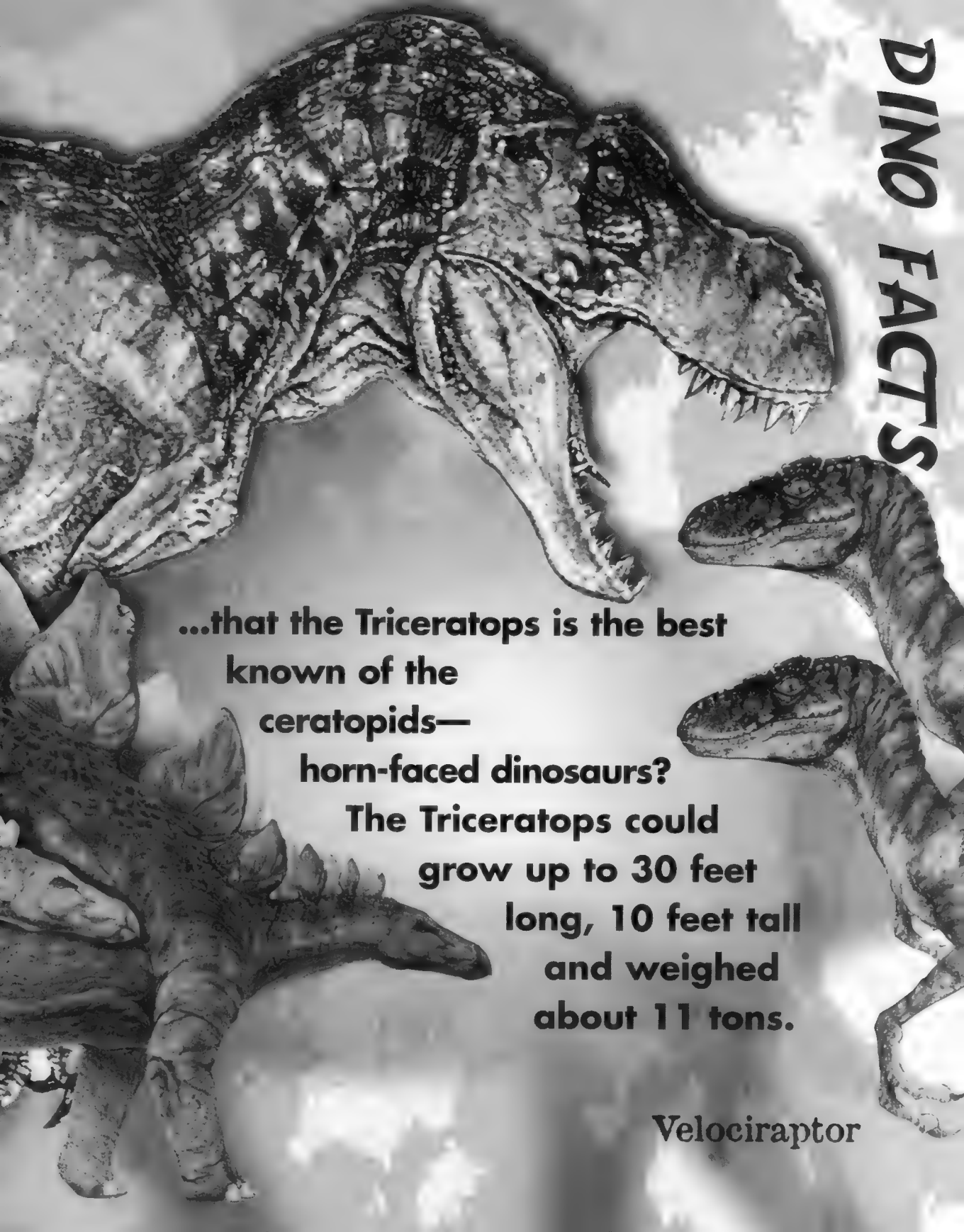
MISSION 12

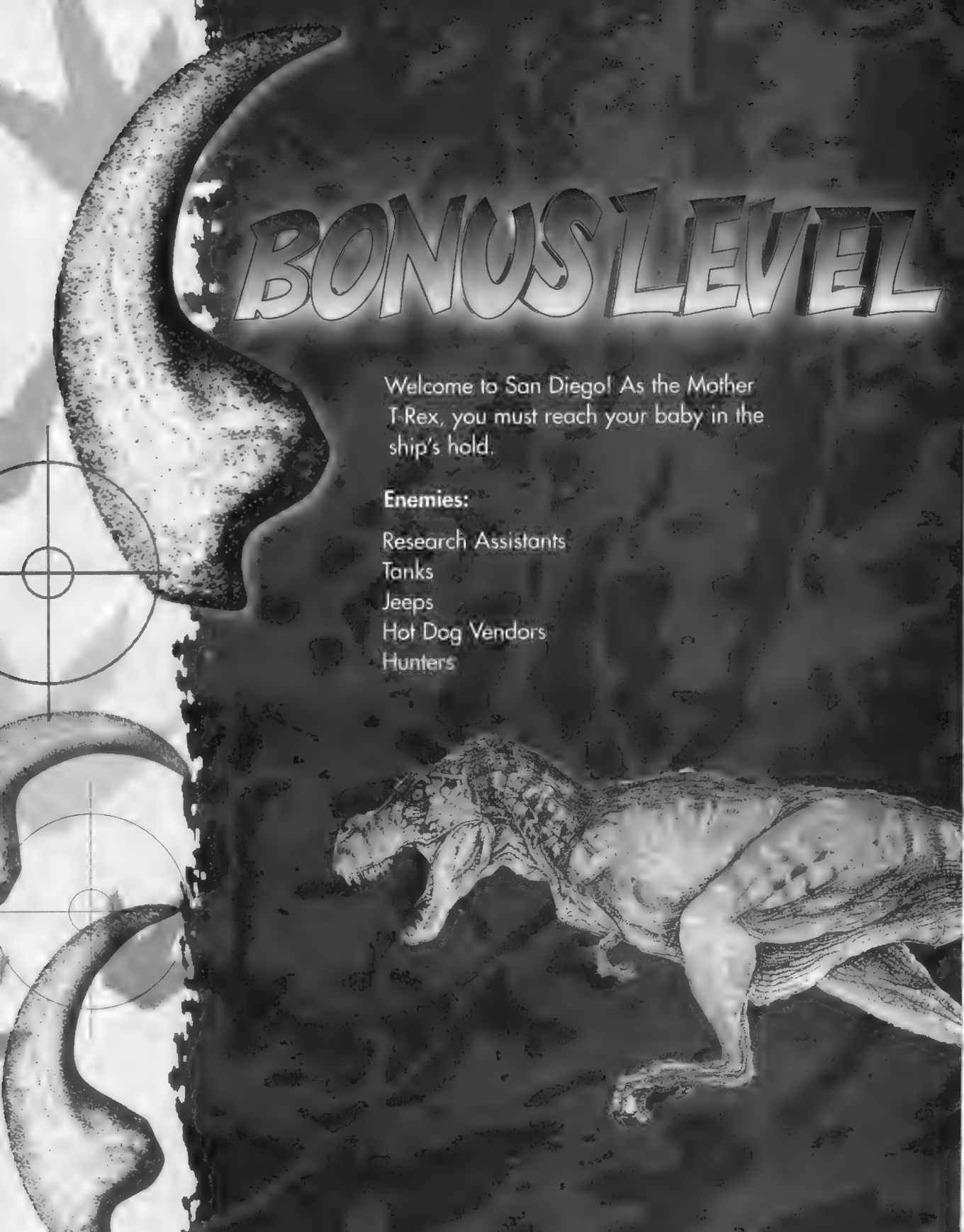
When your Explorers have collected every egg and supply on the island, get the whole group to the landing pad in the southeast corner of the map. You made it! It's time to leave Site B... you've beaten Chaos Island!



Did you know...



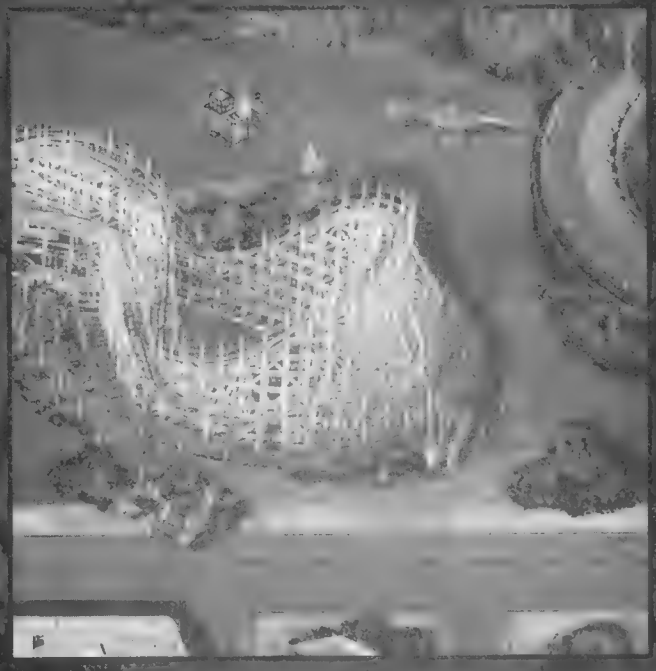

DINO FACTS
...that the Triceratops is the best known of the ceratopids— horn-faced dinosaurs? The Triceratops could grow up to 30 feet long, 10 feet tall and weighed about 11 tons.
Velociraptor


BONUS LEVEL
Welcome to San Diego! As the Mother T-Rex, you must reach your baby in the ship's hold.
Enemies:
Research Assistants
Tanks
Jeeps
Hot Dog Vendors
Hunters

BONUS LEVEL

There's no advantage to trying to defeat every enemy that gets in your way. You can't destroy all the Tanks without dying. This level is all about just having fun and exploring.

Dino dogs? No dinosaur will want to eat you if you buy one of these things! Yeah, right! Let's show him what we think of that opinion...

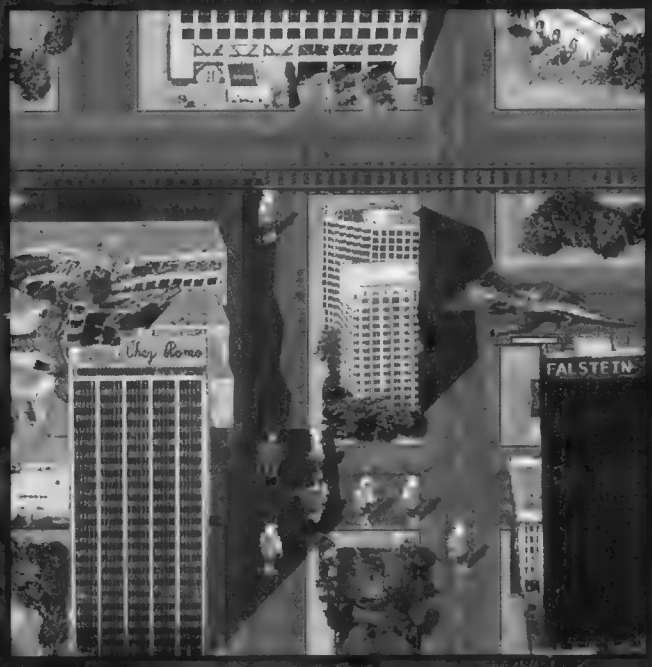


BONUS LEVEL

Awesome coaster! No time to terrorize the people riding it, though. Gotta' find that Baby T-Rex...

It's the Ingen building! Wow—too bad we can't go in and find the guys responsible for bringing you here...

It's like an episode of the X-Files. Did some mad scientist clone those nerdy Research Assistants and set them loose in San Diego?



BONUS LEVEL

The Baby T-Rex is on the ship at the dock in the southwest corner of the map. Happy rescuing!

SECRET

If you thought you'd seen it all, there are still a few more surprises in store.

Why play as a human when you can be a cool, little Gray Alien named Remdul? He has a kick-butt alien firearm and lets you know what's on his mind as you control him through the different levels.

REMDUL'S CODE

During gameplay, press and simultaneously hold **Shift-Ctrl-S-X**, then let off the **S** button. When the line appears in the lower-left corner, type in the word **REMDUL**.

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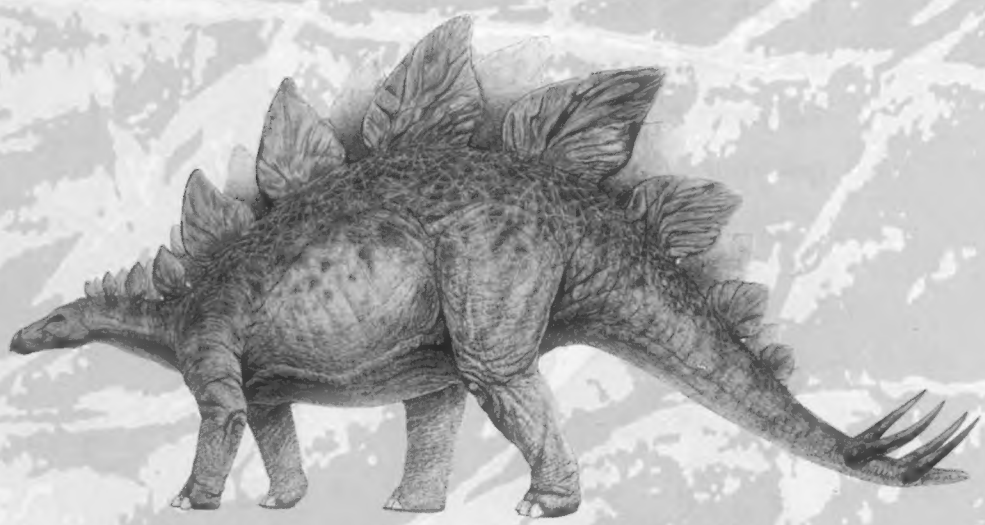

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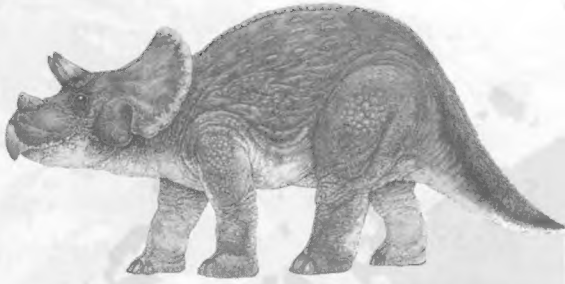

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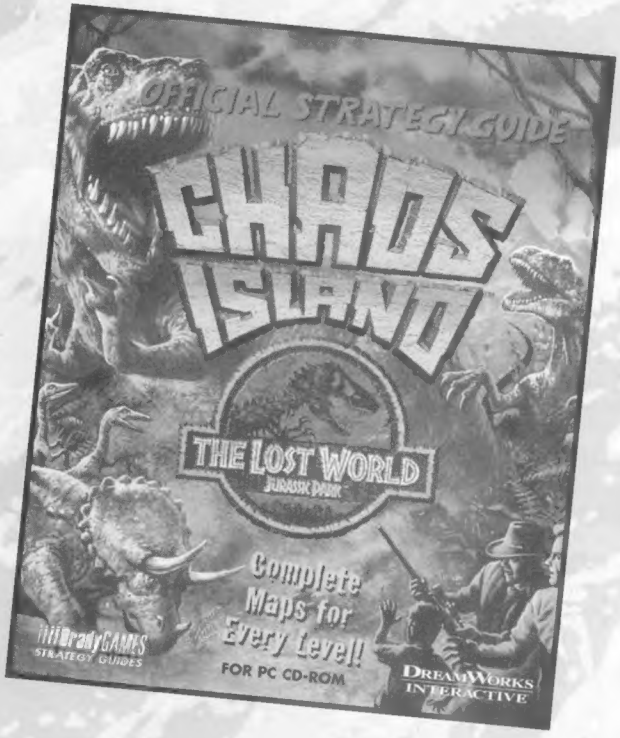

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